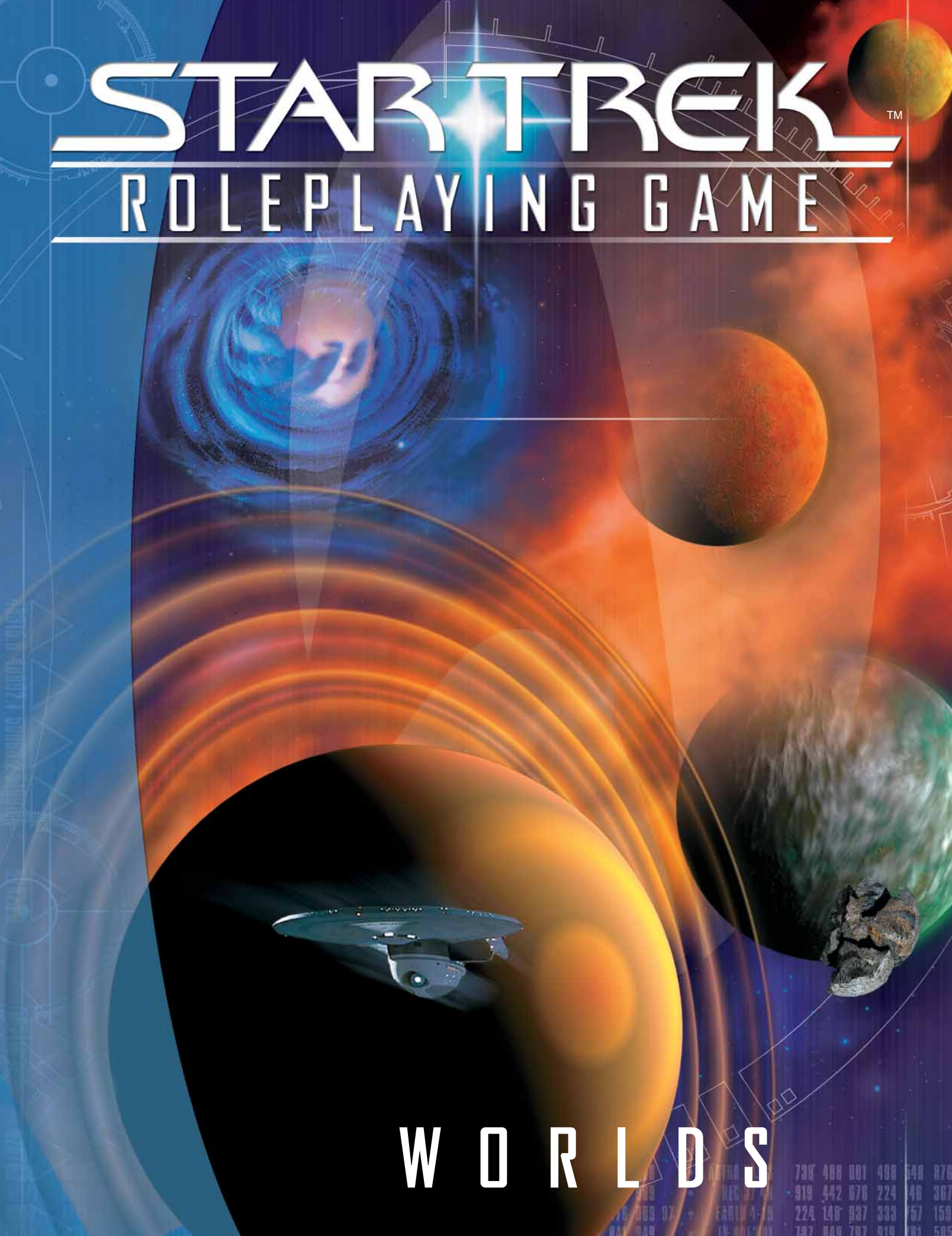
STAR TREK™

ROLEPLAYING GAME



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STAR TREK™
ROLEPLAYING GAME
WORLDS

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Disclaimer:

While Decipher Inc. has researched extensively to make this the most authentic *Star Trek* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek*, we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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TO SEEK OUT NEW WORLDS...

The very formation of Starfleet, and later the charter of the Federation, paints the idealistic mission of its members: To search the stars for new worlds and new civilizations. Even before any Human starship carried weapons or colonists, the first flights of fancy—starting with Zefram Cochrane's *Phoenix*—were leaps into the unknown, just to see "what's out there." This book is "what's out there."

Countless episodes of *Star Trek* show planet after planet, world after world, and in many cases, they're not so different from ours. Sure, there are gas giants and deserts and icy deathtraps, but there are also jungles and oceans and Eden-like paradises. Every world is a backdrop against which the adventure is set. Whether it's important because it's the source of travail (by being the homeworld of the Founders or the Romulans), or because the environment is a challenge (with poison fruit or firestorms), or because conflict looms over something on the planet (like dilithium crystals or ancient relics), an entire world lies at your fingertips for just one thing: To give you a compelling place to seed your story. After all, the Crew can't spend *all* of their time on a ship.

Of course, as a Narrator for a *Star Trek* game, you have a great advantage over the worlds of the shows: You don't have a limit to your effects budget. Just as you can afford to use truly unusual aliens and creatures, you can place your stories and adventures in the most bizarre, hostile, or surreal worlds of the Galaxy.

The alien (and not-so-alien) worlds of this manual provide templates for use in your stories, so that you know what to expect from the important sites of the Galaxy. After all, players will have an idea of what Vulcan should be like, as informed by its appearance in the shows; this guide tells you about the history and geography of Vulcan, as well as pertinent stellar information. For less-important systems, you'll find it useful to brush up on pertinent events and notable locales. After all, just because one Starfleet captain on television already solved the problem of the week doesn't mean that the entire world packs up and goes away. Your Crew could have to face the next challenge on Bersallis III, or Capella IV, or Nimbus III.

EXPANDED WORLD CREATION

What's better than seeking out strange new worlds? Inventing them, of course. This chapter expands on the Star System and Planetary Design sections on pages 168-176 of the *Narrator's Guide*. Where those pages concentrated on Class-M worlds, this chapter covers all planetary classes, and adds more detail and data to the design process. Although the Planetary Profile (on page 172 of the *Narrator's Guide*) covers all the key points for a planet in an episode or series, some Narrators may want to have more data available, and prefer guidelines to simply making things up.

With that in mind, these rules, charts, and tables are designed with four purposes in mind. First, they present and create worlds similar to those discovered by Starfleet and other explorers in the *Star Trek* universe. Although any random generation system, if it remains useful at all, will have a few blind corners, virtually any planet shown in *Star Trek* can spring from these tables and charts. (And if you have a really specific planetary design goal in mind, you probably don't need the tables and charts, anyway.) Second, where possible, they match the values, results, and probabilities of real-world astrophysics and planetology, or get close enough for gaming. Keep in mind, of course, that early 21st-century astrophysics will likely be as outmoded in two centuries as early 19th-century astrophysics seems now. Even a decade ago, astrono-

mers confidently assumed that Jovian planets (Class-J worlds, to Starfleet) didn't form close to stars—but of the many new planets discovered since then, almost all of them have been Jovian worlds relatively (in some cases amazingly) near their suns. In ten (or fifty, or two hundred) years, perhaps modern astrophysics (with its "rare Earth" assumption that Class-M worlds will be vanishingly thin on the ground) will similarly yield to a *Star Trek* universe where Earthlike planets wait around every corner hoping to be rid of their evil computer overlords. Third, these rules are as compatible as possible with the ones in the core rulebook—they expand on, but do not replace, those systems. As a result, using this system will occasionally ask you to reference a table or rule in the *Narrator's Guide*, rather than reprint material and waste space.

Fourth, and most importantly, this system is *optional*. Never feel that the dice "force" your planet to turn out in a way you don't like—given *Star Trek*'s panoply of ancient meddling super-races, even astrophysics can't force a planet to do that. Feel free to use it to spark creativity where need be; pick what sounds good or what the story requires. Boldly go to whatever strange new world you imagine.

STAR SYSTEMS

Except for rogue planets like Trelane's world or Yonada, worlds depend on stars for light, energy, and life. The very stuff of the planet can vary depending on its stellar parent; before you can build a world, in other words, you need to find a star to steer it by.

System Name

The name of the star system is the name of its primary star. Starfleet assigns names to newly-discovered stars based on a catalog number, or on their coordinates. However, many stars have pre-existing names based on earlier voyages of exploration, older stellar surveys, astronomical observations, and even ancient star maps taken from bas-reliefs at archaeological sites. Human and Andorian star catalogs made up much of the early Federation material; later additions from the Vulcan Science Academy and scientific exchanges with the Klingons left the whole issue of naming in complete incoherence. Indeed, many stars have two or more names. A particularly bright star near a galactic border (such as Betelgeuse) may have as many as fifty names! In practice, the most euphonious name, or the one preferred by the governing power, is the one that gets used. As Narrator, you can make up anything that sounds remotely good; beginning with a Greek letter adds the right note of astrobabble to the proceedings. Using real stars can work if you're sure the body in question matches the story requirements, or if you're sure none of your players will catch you.

EXPANDED STAR SYSTEM CREATION CHECKLIST

- **Pick system name**
- **Determine system affiliation (see *Narrator's Guide*, pages 168-169)**
- **Determine system type (see Table 10.5, *Narrator's Guide*, page 170)**
- **Determine orbital separation (see Table 1.1)**
- **Determine stellar classification (see Table 10.5A, *Narrator's Guide*, page 170)**
- **Derive stellar basic data (see Table 1.2)**
- **Determine number of planets (page 7)**
- **Determine orbital distances for all planets (page 7)**
- **Remove (or explain) "impossible" planets (page 7)**
- **Place any asteroidal and cometary belts (page 8)**
- **Place any other objects in the system (see page 8 and *Narrator's Guide*, pages 170-173)**

System Affiliation

Use the guidelines on pages 168-169 of the Narrator's Guide to help determine this question, or let the story drive it. The system's recent past can help you decide, too. Newly discovered empty worlds are likely to be claimed by their discovering culture—especially if they support life or have a strategic location. Colony worlds usually stay aligned with their parent planets—a Ferengi mining colony is likely to stay in the Ferengi economic sphere, for example. Rebel colonies become neutral, or align with their parent world's enemies—especially if those enemies stuck around after "liberating" the system! Worlds without space flight are almost always neutral or contested; a few may be under quarantine or protection by another world or major power. Spacefaring worlds will be right in the soup of interstellar politics, and even theoretically neutral worlds will likely slant to one or another major power.

Orbital Separation

This value only applies to star systems with multiple stars—binary (two-star), trinary (three-star), and so forth. (To determine the number of stars in the system, consult Table 10.5 on page 170 of the *Narrator's Guide*.) Single-star systems can skip this step. Multiple star systems can be "close" or "distant"; close companion stars orbit at near-planetary distances (within 100 AU), while distant companions are, effectively, other star systems. Of course, a prewarp civilization would find the planets of a companion star a useful stepping stone to true interstellar travel—or a source of rivalry and danger. Use Table 1.1: Orbital Separation to determine the specific values for each pair of the system's components.

Basic Stellar Data

Use Table 10.5A: Stellar Classification, on page 170 of the *Narrator's Guide*, to determine the size and type of the star (or stars) in the system. Based on this determination, consult Table 1.2: Basic Stellar Data to derive the rest of the star's basic data. The brightness and mass of the stars in Table 1.2 are given in terms of Earth's sun; a Type A0 V star is 50 times as bright and 2.7 times as massive as Earth's sun. Orbital zone boundaries (see below) are given in AU from the star; an A0 V star's Yellow Zone begins at 5.5 AU and extends out to 9.3 AU, where its Green Zone begins.

TABLE 1.1: ORBITAL SEPARATION

Roll (1d6)	Separation	Distance (AU)
1-3	Close	2d6 x 10
4-6	Distant	2d6 x 100

AU

The AU, or Astronomical Unit, is the average distance between the Earth and its sun. One AU is 150 million kilometers, or roughly 93 million miles. At full impulse (one-quarter light speed), a starship travels one AU in a little over 33 minutes. Within star systems, AU are a more convenient measure of distance than light-years. There are 63,113 AU in a light-year.

Orbital Zones

Each star is surrounded by five concentric zones in which planets can orbit, out to a system boundary where the star's gravity is no longer strong enough to hold planets. The boundary, and those zones, appear on Table 1.2, in AU. Going from the hottest, innermost zone outward, they are:

Red Zone: Here, the heat and gravity of the star prevent any planets from forming at all.

Yellow Zone: Planets can form, but not liquid water or the components of carbon-based life. Tidally-locked planets (see page 12) in the Yellow Zone might, however, be cold enough on their "night" side to let water, or even ice, exist.

Green Zone: Here, the temperature permits liquid water, and hence, life as we know it. Also known as the biozone, not all planets in this zone are Class-M: atmosphere, gravity, or other factors may still be inimical to humanoid life.

Blue Zone: Planets in this zone are too cold for liquid water, but not for atmospheric ammonia or methane. Life is unlikely here, unless a Class-J world heats a moon by tidal heating or infrared radiation (see page 12).

TABLE 1.2: BASIC STELLAR DATA

Type	Brightness (S)	Mass (S)	Yellow	Green	Blue	Black	Boundary	Age (years)
Main Sequence Dwarf Stars								
B0 V	13,000	17.5	20	108	148	2,220	12,250	2d6 x 10 million
B5 V	830	8.2	5.5	27.4	37.4	555	2,690	1d6+2 x 100 million
A0 V	50	2.7	1.8	5.5	9.3	140	292	2d6 x 100 million
A5 V	10	1.8	0.8	2.5	4.2	60	130	1d6 x 500 million
F0 V	7	1.6	0.66	2.1	3.5	50	102	1d6 billion
F5 V	2.5	1.3	0.4	1.2	2.1	32	68	1d6 billion
G0 V	1	1	0.25	0.78	1.3	20	40	2d6 billion
G5 V	0.6	0.9	0.2	0.6	1	15	32.4	2d6 billion
K0 V	0.4	0.8	0.16	0.49	0.83	13	25.6	3d6 billion
K5 V	0.1	0.6	0.08	0.25	0.42	6	14.4	2d6 x 2 billion
M0 V	0.01	0.3	0.03	0.08	0.13	2	3.6	2d6 x 2 billion
M5 V	0.001	0.2	0	0.025	0.042	0.63	1.6	2d6 x 2 billion
White Dwarf Stars								
D	0.1	0.8	0.08	0.25	0.42	6	25.6	2d6 billion*
Giants and Subgiants								
F II-IV	10-500	2-5	0.3	2.5-13	3-19	45-285	160-1,000	(1d6+2) x 10 million
A II-IV	100-1,500	3-6	0.4	4-20	6-30	90-450	360-1,440	1d6+3 million
B II-IV	200-8,000	4-10	4	180-250	270-375	440-8,000	640-2000	1d6 million
Type O (all)	10,000-20,000	10-12	13	630-790	950-1,190	14,000-17,000	4,000-5,760	2d6 x 100,000
Supergiant (Ia-Ib)	7,000-100,000	9-18	5	50-200	75-300	1,125-4,500	3,240-12,960	2d6 x 100,000
M I-IV	4,000	2-10	5	60	67	1200	160-4,000	2d x 10 million**

* Planets orbiting a Type D star have normally been cooked or evaporated during its red giant phase.

** Red giants in the main sequence have often cooked or disintegrated their previous inner planets.

Black Zone: Here, water is a mineral, and the sun is just another bright star in the sky. Methane and ammonia are liquids, or even snowy solids.

Planetary Systems

With the basic star type and system zones established, it's time to find out how many planets the system has, and where among those zones they orbit.

Number of Planets

Find the star's type on Table 1.3, and roll dice to determine the number of planets it has. Type O stars and Type B supergiants are too young to have created planetary systems spontaneously. Ancient terraformers, aliens, or other unknown phenomena have placed or seeded planets around some young stars, such as Rigel. For such "seeded" systems, roll 3d6+3 or handcraft the system in question.

Orbital Distances

Determining the orbital distance of planets from their star depends on a fairly intricate mechanism known as Bode's Law. According to Bode's Law, planetary orbits follow a recognizable mathematical pattern of development; this system replicates it. Roll a die to create a "seed" number. (The Sol system's seed number is 3.) Beginning with 0 and then the seed, run a series of doublings out for as many planets as your system has. (For the Sol system, that series is 0, 3, 6, 12, 24, 48, and so on.) Now roll the die again, and add that constant to the seed series. (The Sol Bode's constant is 4, which gives 4, 7, 10, 16, 28, 52, and so on.) Now divide the new series by 10, and that's your planetary orbit pattern in AU. (Again for the Sol system, we get 0.4, Mercury; 0.7, Venus; 1, Earth; 1.6, Mars; 2.8, the asteroid belt; 5.2, Jupiter, and so on.) Even the Sol system pattern breaks down with Neptune, so you can vary the Bode's result if you like.

TABLE 1.3: NUMBER OF PLANETS

Stellar Type	Number of Planets*
A Ia, F Ia, G Ia	3d6+1
A Ib, A II, F Ib, G Ib, K Ia-Ib	3d6
A III, B II-IV, F II, G II, K II	3d6-1
A IV, B V, F III-IV, G III, K III, M Ia-III	3d6-2
A V, F V, G IV, K IV	2d6+3
G V, K V, M V	2d6+2
D, L	1d6+2
O, B Ia-Ib	See text

*Modifiers: Core, cluster, or spiral arm interior, +1; Dark regions -2; Nearby supernova or planetary nebula, +2; 10 billion years or older -5

Impossible Planets

Once you've got your orbital paths set up, remove any worlds that lie in the Red Zone of their star. Then remove any worlds that lie outside the system boundary. Multiple star systems have unstable gravitational stresses that sweep out other orbits; a companion star clears planets out of a zone between one-third and three times its own orbital distance. For example, Alpha Centauri B orbits Alpha Centauri A at 24 AU; therefore, Alpha Centauri A cannot have any planets orbit it between 8 and 72 AU. (The reverse is true, of course: no planets can orbit Alpha Centauri B between 8 and 72 AU, either.) Planets orbiting past that distance are actually orbiting both stars.

Belts

There are two kinds of belts that concern star system designers: asteroid belts and cometary belts. Taking the easiest one first: almost every system has a cometary belt called an Oort Cloud on its outer rim. (See pages 172-173 of the *Narrator's Guide*.) Roll 2d6: on an 11-12, the system's outermost planet becomes an extra-thick Oort Cloud. On a 2-3, the system has an exceptionally scanty Oort Cloud.

Scientifically, asteroid belts should be placed after you have generated all the worlds in the system. The next innermost "planet" from the largest Class-J world in the system becomes an asteroid belt instead. If the innermost planet in the system is a Class-J world, move it out one orbit and add an asteroid belt between it and the star. A non-Class-J world immediately between two large Class-J worlds might become an asteroid belt as well; roll a die, and on a 5 or 6, swap the planet for a belt. A Class-D world in any of the aforementioned orbits becomes the largest body in that asteroid belt. Of course, you can always randomly place asteroid belts as follows: In the Yellow Zone, place an asteroid belt in the first orbit on a 3 or 4 on two dice; in the Green Zone, place an asteroid belt in the first orbit on a 4 or 5 on two dice; in the Blue Zone, place an asteroid belt in the first orbit on a 2 on one die; in the Black Zone, place an asteroid belt in the outermost orbit on a 2 or 3 on one die. Add one to the die roll for each asteroid belt already placed; subtract one for close multiple systems or variable stars. Don't generate planets for any orbit with an asteroid belt in it; the belt takes up one of the star's planetary "slots." (Alternatively, consider any orbit with an asteroid belt to be *also* the orbit of a Class-D planetoid.)

Other Objects

For anomalies of astrophysics, alien artifacts, hidden Romulan bases, and so forth, consult pages 170-173 of the *Narrator's Guide*. You can also roll on Table 10.2 of the Narrator's Guide to decide what kind of odd thing to put there—but not every system should have one. Roll 4d6—on a 24, there's something unusual in the system besides planets and moons.

EXPANDED PLANETARY CREATION CHECKLIST

Pick planetary name (see *Narrator's Guide*, page 173)
Determine orbital characteristics (see page 8)
Determine planetary class (see page 9)
Determine planetary size (see page 9)
Determine gravity (see page 10)
Determine number and type of moons or rings (see page 10)
Determine rotational characteristics (see page 12)
Determine axial tilt (see page 13)
Determine atmosphere (see page 13)
Determine temperature (see page 14)
Determine hydrosphere (see page 16)
Determine tectonics and terrain (see page 17)
Determine life (see page 17)
Establish any resources, and determine their abundance (see *Narrator's Guide*, pages 175-176).

THE JUPITER EFFECT

Some astronomers believe that Jupiter's relatively flat, circular orbit (Jupiter's inclination is lower than 2 degrees, and its eccentricity is less than 5%) stabilizes the other planetary orbits in the Solar system, as its gravity tugs the other planets into less-eccentric, less-inclined orbits. A large Class-J planet on an eccentric or highly inclined path through a star system might well disrupt planetary orbits (or even planetary formation). For any star system, if the largest Class-J planet turns out to have an eccentric orbit, reduce the number of planets by 1d6 and replace half of them with sparse asteroid belts.

PLANETS

With orbits, asteroids, comets, and less definable objects placed, we can now turn to the planets themselves. As always, remember that these are just guidelines rather than inflexible cookie-cutter formulas. Apply them creatively.

Orbital Characteristics

Planets can orbit suns in neat circles, or widely swinging ellipses; lined up in a plane or scattered in a halo. Since most planets form out of a spinning disk of proto-matter, they tend to have a low inclination (less orbital variation from their star's equator) and low eccentricity (more circular orbits). Roll 2d6; a result of 12+ indicates an eccentric, highly-elliptical orbit. (Add +1 for Black Zone worlds.) Use its original orbit as its closest approach; add another 1d6 x 10% of that distance to get its farthest approach. (This may take the planet out of its original Zone—the world will have some cold winters.) Then, roll 3d6; on an 18, the planet is highly-inclined, at 2d6 x 5 degrees out of the ecliptic. Highly-inclined worlds can be missed by careless surveys; until located, sensor checks for such planets are at +5 TN.

Planetary Year

To determine the length of the planetary year, there's nothing for it but to buckle down with one of Kepler's Laws. First, cube the orbital distance (in AU) and divide it by the star's mass (in Suns). In Earth years, the planetary year equals the square root of that quotient. (Multiply by 365 to get the year length in Federation standard days.) For example, Vulcan orbits at 0.754 AU from 40 Eridani A, a star 0.89 times the mass of Sol. The cube of 0.754 is 0.429, which divided by 0.89 is 0.482. The square root of 0.482 is 0.69; Vulcan's 250-day year is 0.69 times as long as Earth's.

PLANETARY CLASSES

Here is a brief summary of the Starfleet planetary classification system. Example planets of each class appear in parentheses.

CLASS-D: Rocky planetoids. (Ceres, Regula)

CLASS-F: Dry, airless worlds. (Luna, Mercury)

CLASS-G: Low to medium gravity, unbreathable atmosphere, icy sludges. (Pluto, Titan)

CLASS-H: Dry, thin atmosphere; terraformable. (Mars, Tau Cygna V)

CLASS-J: Gas giant. (Jupiter, Uranus, Barnard III)

CLASS-K: Earthlike gravity, extreme temperature, poisonous atmosphere. (Venus, Mudd, Elba II, Breen?)

CLASS-L: Earthlike gravity, oxygen-argon atmosphere. (Indri VIII)

CLASS-M: Earthlike gravity, carbon-water chemistry, oxygen-nitrogen atmosphere. (Earth, Vulcan, Andoria, Cardassia Prime)

CLASS-T: Gas giant with significant ring system. (Saturn)

CLASS-Y: High temperature and pressure, corrosive atmosphere, deadly radiation levels. (Excalbia, Tholia?)

For further details, see page 171 of the *Narrator's Guide*.

PLANETARY CLASS

Starfleet classifies new worlds by letter grade (see box). For each world, roll 2d6 and consult Table 1.4: Planetary Class, by cross-referencing the result with its orbital zone (see page 6, above).

PLANETARY SIZE

Planetary size comprises mass, density, and diameter, which together determine gravity. Find the planet's class on Table 1.5: Planetary Masses and derive its mass using the correct formula. The result is in terms of Earth masses; Class-H worlds can range from 0.1 to 0.6 Earths in mass, for example. Table 1.5A gives special values and subclassifications for gas giants, up to the brown dwarf stage, which is the largest any planet can get without becoming a star.

Density

A planet's density depends on its composition, which varies by planetary class. Find the planet's class on Table 1.6: Planetary Densities and roll 2d6 to determine its density. In addition to the densities given in Table 10.6A on page 174 of the *Narrator's Guide*, three new densities appear for non-Earthlike worlds. Ice density worlds have a density of 0.2 and little or no rocky core at all; the planet is essentially an enormous snowball. Hydrogen and gas worlds are two types of Class-J planets: hydrogen (density 0.2) worlds have a highly-compressed metallic hydrogen core and an

TABLE 1.4: PLANETARY CLASS

Die Roll (2d6)	Yellow	Green	Blue	Black
2	Y	G	D	D
3	D	F	F	D
4	D	H	J	F
5-6	F	D	D	G
7	K	H	H	J
8-9	K	L	J	J
10	F	J	G	F
11	J	M	L	G
12	H	M	K	J

TABLE 1.5: PLANETARY MASSES

Type	Mass (Earth = 1.0)
D	3d6 x 0.0005
F	3d6 x 0.005
G	3d6 x 0.01; on a 17 or 18, mass is 3d6 x 0.1
H	2d6 x 0.5
J	Roll on Table 1.5A
K, Y	2d6 x 0.1; on a 11 or 12, mass is 2d6 x 0.25
L, M	(2d6+5) x 0.1; on a roll of 11 or 12, mass is 2d6 x 0.25

TABLE 1.5A: CLASS-J PLANETARY MASSES

Roll (2d6)	Class-J subtype; Mass (Earth = 1.0)
2-5	Subjovian; 3d6+10
6-8	Jovian; 3d6 x 20
9-10	Superjovian; (2d6-1) x 300
11-12	Brown Dwarf; 2d6 x 1,500; on a roll of 11 or 12, mass is 1d6+2 x 3,000

TABLE 1.6: PLANETARY DENSITIES

Class	Roll (2d6)*
D, F, H	1-7, silica; 8-10, Earth-like; 11+, metal-rich
G	1-7, ice, 8+, rock-ice
J	1-6, hydrogen, 7+, gas
K	1-4, rock-ice**, 5-8, silica, 9-11, Earth-like, 12+, metal-rich
L, M	1-4, rock-ice; 5-6: silica; 7-11 Earth-like; 12+, metal-rich
Y	1-8, Earth-like, 9+, metal-rich

*Modifiers: Yellow Zone +1, Black Zone -1; Type A or B star, +1; Core or spiral arm interior, +1; Type M star, -1; 10 billion years or older, -2.

**Only in Blue Zone; roll again for Class-K worlds in the Yellow Zone

immense atmosphere of pure hydrogen and helium; gas (density 0.3) worlds have a compressed-gas core with their bulk being hydrogen, helium, ammonia, and methane.

Diameter

From mass and density, we can calculate the world's diameter as the cube root of mass divided by density. If you don't have a calculator handy, Tables 1.7 and 1.7A give calculated values in Earth diameters, from which you can interpolate. Class-D worlds are trivially small; rather than going to the bother of calculating diameters, simply roll 2d6 and multiply the result by 10 kilometers.

Gravity

Multiply diameter (in Earth diameters) by density to get surface gravity in Earth gravities, or G. For Class-J planets, this is the gravity at the top of the planetary atmosphere, since gas giants have no "surface" to speak of. See the box for some hazards of various gravities, and page 173 of the *Narrator's Guide* for gravity's effect on settlement.

Moons and Rings

Moons are, essentially, tiny planets, and can be described using Starfleet's planetary class system. Different classes of planet attract different classes of moon; find the planet's class on Table 1.10: Moons and determine the number of moons by class available. For example, for a Class-K world the mass of Earth, if the first roll is a 4 and the second a 5, the planet has one Class-D moon and no Class-F moons. If you wish, find the moon's vital statistics (density, gravity, etc.) just as you would a planet of the same class, although no moon can mass more than half its planet's mass. Then

TABLE 1.7: PLANETARY DIAMETERS

	Mass									
Density	0.01	0.1	0.3	0.5	0.7	1	1.3	1.6	2	3
Ice (0.2)	0.37	0.79	1.14	1.36	1.52	1.71	1.87	2.00	2.15	2.47
Rock-ice (0.5)	0.27	0.58	0.84	1.00	1.12	1.26	1.38	1.47	1.59	1.82
Silica (0.66)	0.25	0.53	0.77	0.91	1.02	1.15	1.25	1.34	1.45	1.66
Earthlike (1)	0.22	0.46	0.67	0.79	0.89	1.00	1.09	1.17	1.26	1.44
Metal-rich (1.5)	0.19	0.41	0.58	0.69	0.78	0.87	0.95	1.02	1.10	1.26

Numbers are relative to Earth: mass is measured in Earth masses, density in Earth densities, and diameter in Earth diameters. To derive the diameter of the world in kilometers, multiply the result by 13,000.

TABLE 1.7A: CLASS-J PLANETARY DIAMETERS

	Mass								
Density	10	30	70	100	300	700	1000	2000	3000
Hydrogen (0.2)	3.68	5.31	7.05	7.94	11.45	15.18	17.10	21.54	24.66
Gas (0.3)	3.22	4.64	6.16	6.93	10.00	13.26	14.94	18.82	21.54

Numbers are relative to Earth: mass is measured in Earth masses, density in Earth densities, and diameter in Earth diameters. To derive the diameter of the world in kilometers, multiply the result by 13,000. By comparison, the planet Jupiter is 317.8 Earth masses, has a density of 0.24 Earth densities, and has a diameter of 10.97 Earth diameters.

HAZARDS OF GRAVITY

Operating under gravity different from your home G can be difficult, whether the gravity is relatively higher or lower than what you are used to. Even low gravity can cause mistakes or miscalculations with some physical tests, as the relationship between inertia and weight appears different to someone with differing G-reflexes.

LOW GRAVITY

Under low gravity, reduce falling damage by a percentage equal to the value in G of the gravity field: a fall at 0.5 G does half damage, for example. Jump distances, throwing distances, and other Athletics test values are multiplied by the ratio of local gravity to G: in 0.5 G, a security officer can jump twice as far. Lifting weights and encumbrance loads are similarly modified by gravity: in 0.2 G a load up to Str x 25 kg is considered normal encumbrance, rather than the Str x 5 kg in Earth gravity. Physical tests in low gravity are usually more difficult (see Table 1.8: Physical Test Gravity Modifiers), although the Zero-G Trained trait removes any low-gravity penalties as well. Fatigue in low gravity is the same as normal gravity: the lessened weight of objects is counterbalanced by the stress of unfamiliar muscle operations, even with the Zero-G Trained trait.

HIGH GRAVITY

From a rules perspective, high gravity in many ways is the opposite of low gravity. Falling does more damage, jumps are shorter, encumbrance is higher, and so forth. Physical tests in high gravity also suffer from test modifiers (see Table 1.8: Physical Test Gravity Modifiers). Working in high gravity is also very tiring; treat exertion levels as the increment shown on Table 1.9: High Gravity Fatigue. Under Vulcan's 1.4 G, a Human treats Standard exertion as Demanding, and Demanding exertion as Extreme.

As the table indicates, at still higher gravities, damage may occur each time a fatigue test comes up. You can resist damage from gravity fatigue with a Stamina reaction test of the same TN as the associated fatigue test. So, if you're trying to resist fatigue with a Stamina test (TN 10), you also resist taking any damage with a Stamina test (TN 10).

roll on Table 1.11: Moon Distance to determine the moon's distance from its planet.

Almost any moon within 2.44 radii (a distance known as Roche's Limit) of a planet will break up. (The exceptions are Class-D moons with Earth-like or metal-rich densities.) Replace that moon with a ring. If more than one large moon (Class-F, -G, or -K) of a Class-J planet becomes a ring, the Class-J planet is now a Class-T planet, spectacularly ringed like Saturn in the Solar system. (Class-T worlds remain functionally identical to Class-J worlds throughout this chapter, though.) If a moon winds up in the same orbit as another moon, re-roll (for Class-J worlds) or drop it.

Class-K moons of Class-J worlds may not remain Class-K, depending on their distance from the planet. The energy generated by the planet's tides creates significant internal heat on a moon (and can often result in volcanoes, or even a pure molten surface). In addition, falling helium or hydrogen microfusion causes Class-J worlds to emit considerable infrared (IR) heat over and above the amount they receive or reflect from their star. Consult Table 1.12: Hot Moons of Class-J

TABLE 1.8: PHYSICAL TEST GRAVITY MODIFIERS

% of Home G	Humans	Vulcans	Test Modifier
0%	0 G	0 G	+7 TN
15%	0.15 G	0.21 G	+6 TN
30%	0.3 G	0.42 G	+5 TN
45%	0.45 G	0.63 G	+4 TN
60%	0.6 G	0.84 G	+3 TN
75%	0.75 G	1.05 G	+0 TN
125%	1.25 G	1.75 G	+3 TN
135%	1.35 G	1.89 G	+4 TN
150%	1.5 G	2.1 G	+5 TN
165%	1.65 G	2.31 G	+6 TN
180%	1.8 G	2.52 G	+7 TN

Apply the TN modifier in the direction away from normal gravity; hence, Vulcans operating in 1 G suffer no modifier, Vulcans working in .5 G or 2 G take a +4 TN to physical tests. Humans on Vulcan, with its 1.4 G, suffer the same +4 TN to physical tests.

TABLE 1.9: HIGH GRAVITY FATIGUE

% of Home G	Humans	Vulcans	Exertion	Fatigue Damage
126-175%	1.26-1.75 G	1.76-2.45 G	+1 to exertion level	—
176-225%	1.75-2.25 G	2.46-3.15 G	+2 to exertion level	1 point each fatigue test
226-300%	2.26-3 G	3.16-4.2 G	+3 to exertion level	1d6 points each fatigue test

Planets and determine the amount of heat received by the moon in question by adding tidal heating to the IR column that matches the planet's subclass. Now add the background heat for the planet's orbital zone: 350 Centigrade in the Yellow Zone, 10 Centigrade in the Green Zone, -100 Centigrade in the Blue Zone, and -200 Centigrade in the Black Zone. Total the two figures and apply the result to Table 1.11A: Temperature Driven Moon Classes, and continue to build the moon according to its new class. Note that temperatures taken from Table 1.11 may not equal the final surface temperature of the moon; without an atmosphere, received heat bleeds away rapidly. Jupiter's Class-K moon Io has a molten interior, with frequent volcanic gouts of liquid sulfuric lava—but its surface temperature hovers around -110 degrees Centigrade. Jupiter's Class-G moon Europa, meanwhile, has a surface temperature of -160 degrees Centigrade all across its smooth ice surface—but underneath, it has an enormous ocean of liquid water.

TABLE 1.10: MOONS

Planet	Moons by Class*
F, H	D, 1d6-3; F, 1d6-5
G	D, 1d6-4; G, 1d6-5
J	D, 2d6-3; F, 1d6-5; G, 1d6-5**; K, 1d6-5
K, Y	D, 1d6-3; F, 1d6-5
L, M	D, 1d6-2; F, 1d6-5; G, 1d6-5; L, 1d6-5

*Modifiers: Planetary mass under 0.2, -1; planetary mass 1.5-10, +1; planetary mass 10.1-100, +2; planetary mass 100.1-500, +3; planetary mass over 500, +5; more than 12 planets in the system, +1; treat any result less than 1 as a result of "no moons of that type."

** Only in Blue or Black Zone orbits; for Class-J worlds in Yellow or Green Zone, re-roll as Class-F.

TABLE 1.11: MOON DISTANCE

Roll (1d6)*	Orbit Type (Distance)
0-2	Close orbit (1d6 planetary radii)
3-4	Medium orbit (3d6 planetary radii)
5+	Distant orbit (1d6+1 x 10 planetary radii)

*Modifiers: Class-K moon -1, Class-G moon +1

TABLE 1.11A: TEMPERATURE DRIVEN MOON CLASSES

Degrees Centigrade	Moon Class
750+	Y
100 to 749	K
-10 to 99	Roll 1d6; 1-3, H; 4-5, L; 6, M
-100 to -11	Roll 1d6; 1, K; 2-3, H; 4, F; 5-6, G*
colder than -101	Roll 1d6; 1-3, F; 4-6, G*

* This may represent a Class-F world covered in a sheet of ice, rather than a true Class-G moon, at the Narrator's discretion.

Planetary Climate

As indicated on page 174 of the *Narrator's Guide*, the final climate of a planet comes out of mutually-reinforcing interactions between the world's atmosphere, hydrosphere, and basic temperature. In addition, other factors such as the planet's rotation, seasonal variation due to axial tilt (see page 13), magnetic field thickness (which affects the upper atmosphere and electrical storm activity), and so forth can wildly alter the weather both day to day and over millennia. The natural processes of glaciation, solar activity, and planetary aging also change weather patterns. In short, although you can use the following categories to establish some broad guidelines, the weather anywhere on a given planet can be pretty much whatever you want as Narrator.

Planetary Rotation

Roll on Table 1.13: Planetary Rotation to determine the planet's day length, which depends on the speed with which a planet revolves. This speed also affects the planet's weather and climate. In general, the faster the rotation, the worse the weather—storms, hurricanes, and other extreme phenomena are more frequent and more powerful.

Tides, from both moons and the planet's star, can slow its rotation. Planets with distant large moons (those massing over 1% of the planet mass) add 1d6 hours to their day, large moons in medium orbit add 2d6 hours, and large close moons add 3d6 hours to the planetary day. Planets within 0.5 AU of their star multiply their day length by 1d6; worlds within 0.4 further multiply their day length by 10. Worlds within

TABLE 1.12: HOT MOONS OF CLASS-J PLANETS

Distance (Radii)	Tidal Heating	Jovian IR	Superjovian IR	Brown Dwarf IR
5	600	100	700	1,000
6	150	30	250	650
7	50	10	80	210
8	20	0	20	70
9	10	0	0	30

TABLE 1.13: PLANETARY ROTATION

Mass	Day Length (Earth hours)
<0.5	6d6; tidally locked on 32+
0.5-5	5d6; tidally locked on 30
5.1-49.9	4d6
50+	3d6

TABLE 1.14: AXIAL TILT

Roll (1d6)	Degrees of Tilt
1-2	Minimal, 1d6
3-4	Moderate, 2d6+10
5	High, 2d6+20
6	Extreme, 2d6 x 10*

* A tilt greater than 90 degrees indicates retrograde rotation.

0.3 AU are tidally locked, with one face always turned to the sun. Moons are always tidally locked to their planet, although some moons have "libration zones" where the planet seems to rise and set in the sky as the moon wobbles on its axis.

Planetary Axial Tilt

Earth's axial tilt is 23 degrees, giving recognizable summers and winters to wide stretches of both hemispheres in turn. Planets with extreme axial tilts suffer from dangerous, even freakish, weather; those with minimal axial tilt have less arable land since arid regions don't even get seasonal rains, and tundras and taigas remain frozen year-round. Narrators should impose a -1 modifier to population die rolls on Table 10.8 in the *Narrator's Guide*, and a -2 modifier to the resource abundance roll for agricultural resources (see page 176 of the *Narrator's Guide*), for planets with minimal or extreme axial tilts.

Planetary Atmosphere

More than any other factor, atmosphere is the make-or-break determinant of a planet's class and suitability. Liquid water, carbon-based life, and healthy gravity mean nothing if a 1% chlorine level in the air has humanoids choking to death while stumbling around in the grip of peculiar visual distortions.

Atmospheric Composition: Roll 1d6-2 to determine the number of major components in the planet's atmosphere, treating any roll of 1 or less as 1. To tell which components, roll as indicated on Table 1.15: Atmospheric Composition, depending on the planet's class. Class-J, -L, and -M planets have predetermined atmospheric makeups, as given in the table. For other classes, determine the percentage of each component in the atmosphere. Roll 1d6+1 x 10% for the first component selected, 2d6+10% for the second component, 2d6% for the third, and 1d6% for the fourth if need be. If you select a component you have already used, roll again (or add more, at your discretion). Once you reach 100%, stop rolling; if you're out of major components and you haven't reached 60% yet, start again and add the new components to the old ones. If you haven't reached 100%, roll on Table 1.15B: Trace Atmospheric Components, adding 1d6% for each element until the atmosphere is full. The "Forbidden" column of Table 1.15B indicates that some components cannot be present in the atmosphere of certain worlds over extremely small (less than a tenth of a percentage point) amounts.

TABLE 1.15: ATMOSPHERIC COMPOSITION

Planet Class	Potential Atmospheric Components (Roll 2d6)*
D, F	No atmosphere
G	1-4, Carbon dioxide; 5, Argon; 6-7, Nitrogen; 8-9, Methane; 10+, Ammonia
H, K (Yellow Zone)	1-3, Nitrogen; 4-7, Carbon dioxide; 8-9, Sulfur dioxide; 10, Argon; 11, Fluorine; 12+, Chlorine
H, K	1-3, Nitrogen; 4, Argon; 5-7, Carbon dioxide; 8, Sulfur dioxide; 9, Fluorine; 10, Chlorine; 11, Methane; 12+, Ammonia
J	Hydrogen 3d6+70%, Helium 2d6+10%
L	Argon 3d6+65%, Oxygen 2d6+15%
M	Nitrogen 2d6+65%, Oxygen 2d6+15%
Y	1-4, Carbon dioxide; 5, Carbon monoxide; 6-7, Nitrogen; 8, Oxygen; 9, Sulfur dioxide; 10-11, Fluorine; 12+, Chlorine
Black Zone (any)	1-9, Hydrogen; 10+, Helium

*Modifiers: Giant or supergiant star, -1; Type A or B star, -1; Type M star, +1; Planetary mass under 0.2, -1; Planetary mass over 2, +1; Close moon of Class-J planet, +2.

WHAT COLOR IS THE SKY?

The blue skies of Earth don't come from a blue sun, but from the optical scattering behavior of Earth's atmosphere. Red light shines straight through it, but shorter wavelengths, such as blue light, get refracted all over the sky. Even red suns don't appear red from planetside; they are, after all, considerably more than "white-hot" in real life. But they do emit more red-wavelength light, which will cause the atmosphere to seem redder, or even purplish on worlds toward the edges of the Green Zone. An orange sun might turn the sky somewhat greenish, for analogous reasons. The planet of a white or blue-white sun, meanwhile, would have a bright, azure sky like Earth's tropics. Mars' pink skies, or Vulcan's orange skies, are due to dust particles, not sun color—in thin atmospheres, dust stays up longer (thanks to static electricity and less wind) and colors the sky more thoroughly. Methane, chlorine, or ammonia atmospheres add greens, yellows, and blues—but don't occur on Class-M worlds.

TABLE 1.15A: ATMOSPHERIC THICKNESS

Atmosphere	Density	Worlds: Roll (1d6)*
None	0%	D, F
Trace	2d6%	G, H: 1-3
Thin	5d6+50%	G, H: 4-5; K, L: 1; M: 1-2
Standard	(1d6+6 x 10)%	G, H: 6+; K: 2; L: 2-4; M: 3-5
Thick	5d6+120%	K: 3-4; L: 5+; M: 6+
Dense	3d6 x 50%	K: 5
Superdense	2d6 x 100%	J, Y; K: 6+

*Modifiers: Gravity below 0.5 G, -2; Gravity 0.5-0.8 G, -1; Gravity over 1.2 G, +1; Red giant star, -2, Type A star, +1; Type K star, -1; Black Zone, +1, Tidally locked, -2.

TABLE 1.15B: TRACE ATMOSPHERIC COMPONENTS

Roll (2d6)	Component	Forbidden
2-3	Nitrous oxide	–
4	Chlorine	Class-L, Class-M
5	Fluorine	Class-L, Class-M
6	Ammonia	Yellow Zone, Class-M
7	Water vapor	Blue or Black Zone, Type B stars
8	Carbon dioxide	–
9	Sulfur dioxide	Class-L, Class-M
10	Methane	Yellow Zone, Class-L, Class-M
11	Argon	–
12	Neon	–

224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057
787 040 787 918 781 535 915 L82 249 194426 919 89190
065 321 989 555 077 087 151 H76 224 146367 858 11394

Atmospheric Thickness: Table 1.15A: Atmospheric Thickness gives the thickness of the planetary atmosphere. Roll 1d6, apply any modifiers, and then find the result after the correct world class in the Worlds column. For example, a modified die result of 4 would indicate a thin atmosphere for a Class-G world, a standard atmosphere for a Class-L or Class-M world, or a thick atmosphere for a Class-K world. Class-D, -F, -J, and -Y worlds always have the same atmospheric class, as shown in the table. (Narrators who wish may continue to use Table 10.7 in the *Narrator's Guide* to determine atmospheric thicknesses for Class-L and Class-M planets; the values and probabilities from Table 1.15 are close but not identical.)

Once you've found the correct thickness for the world's atmosphere, determine its atmospheric density as shown in the Density column of Table 1.15. Given the world's atmospheric density, multiply that by its gravity. Multiply the result by 1000 millibars to get air pressure at sea level. Earth has 20% oxygen at 1000 millibars of pressure, which gives a "partial pressure" of 200 millibars (20% of 1000). Humans can tolerate partial pressures between 100 and 400 millibars of oxygen; other species have similar ranges. Pressure also varies by altitude; divide 1000 meters by the local gravity to find the 10% pressure gradient. (On Earth, pressure drops by 10% for every 1000 meters of altitude; on Vulcan, with 1.4 G, it drops by 10% at every 714 meters.) On some large planets with unbreathably thick atmospheres, Humans might be able to colonize high mountaintops!

Planet Temperature

To determine a world's basic temperature (see page 174 of the *Narrator's Guide*), begin with the background heat for the planet's orbital zone: 350 degrees Centigrade in the Yellow Zone, 10 in the Green Zone, -100 in the Blue Zone, and -200 in the Black Zone. Thicker atmospheres reflect more light, and thus cool the planet: standard atmospheres reduce temperature by 5 degrees, and dense ones by 20 degrees. However, thicker atmospheres can also trap heat, if they contain enough greenhouse gases: standard atmospheres raise temperature by a number of degrees equal to twice the percentage of carbon dioxide in the atmosphere, dense ones by 10 degrees for each percentage point of CO_2. Worlds with days longer than 10 Earth standard days can get amazingly hot on the day side; add 1d6 x 10 degrees to the temperature. For tidally locked worlds, double the temperature on the day side and halve it on the night side. If the planet is too hot, it has a runaway greenhouse effect going on; oceans steam and boil, pumping the air full of water vapor and adding 1d6 x 100 degrees to the temperature. The atmosphere becomes superdense. (Tidally-locked worlds do not get runaway greenhouse

effects; all their water becomes glaciers on the night side.) Make sure you compute the temperature for both extremes of an eccentric planet's orbit (page 8).

Surviving in Extreme Temperatures: If you have the Survival skill, you can try to mitigate the effects of extreme temperature. Make a Survival test (TN 10). On a marginal success, treat the temperature as one category closer to comfortable; on a complete success, move it two categories, and on an extraordinary success, move it three categories. Each Survival test counts until the next fatigue test comes up. Remember, a lack of appropriate tools may cause a penalty to the test. (See Table 6.3: Physical Test modifiers on page 101 of the *Star Trek RPG Player's Guide*.) If you're dropped in the middle of the desert totally unequipped, that worsens the TN by 15—making survival a ridiculously difficult proposition!

Medicine in the 23rd and 24th century can offer partial solutions; injections of special compounds may help to regulate body functions and thus prevent

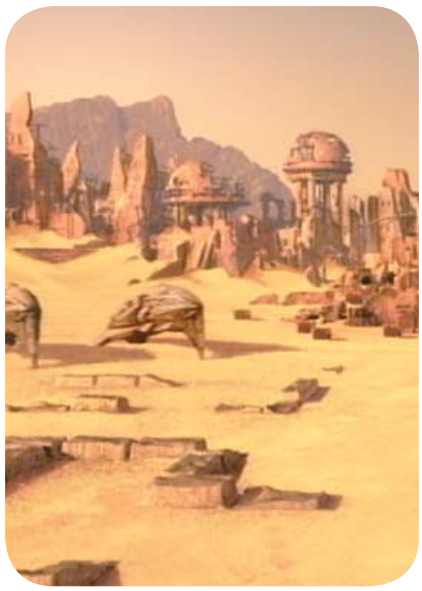


TABLE 1.16: TEMPERATURE TOLERANCE

Relative Temperature	Exertion	Damage
Frigid	+3 to exertion level	1d6 points each fatigue test
Cold	+2 to exertion level	1 point each fatigue test
Cool	+1 to exertion level	—
Comfortable	Normal	—
Warm	+1 to exertion level	—
Hot	+2 to exertion level	1 point each fatigue test
Scorching	+3 to exertion level	1d6 points each fatigue test

HAZARDS OF CLIMATE

Exposed to Vulcan's searing deserts, a Human quickly dehydrates and tires. On Andoria, the freezing snows bring frostbite. Humanoids can often survive in a wide range of climes, but very few species can survive in *all* conditions.

Typically, characters in very hot or very cold climes suffer fatigue more rapidly than normal. Heat leads to exhaustion, heat stroke, prostration, loss of body fluids, and eventually to delirium and death. Cold causes freezing of flesh, muscular coordination problems, desiccation of soft tissues and eventually unconsciousness and death.

Most humanoid species have a comfortable "temperature window" and can function normally within certain ranges. It's not generally necessary to calculate an exact temperature; all that's necessary is for the Narrator to determine where the temperature window lies for a given character. (In temperate-zone Humans, the comfort zone runs between roughly 15 and 30 degrees Centigrade, although warm or well-insulated clothing can extend the comfort zone considerably.) Characters exposed to higher or lower temperatures can suffer from accelerated fatigue and even injury, as shown on the accompanying table. The average Human temperature gradient is about 10 degrees Centigrade: an unprotected temperate-zone Human begins suffering "cool" effects at 5 "cold" effects at -5, and so forth. Many factors can affect these numbers: use the 10-degree increment as a first rule of thumb.

As the table shows, a character in very hot or very cold weather suffers from accelerated fatigue as well as the possibility of damage. In scorching or frigid climes, a character can quickly be incapacitated by the frequent fatigue rolls and accompanying damage. Increases in exertion level make fatigue tests more frequent and difficult—in cool or warm weather, Relaxed exertion becomes Standard instead (see pages 95-96 of the *Narrator's Guide*). Damage occurs each time a fatigue test comes up, if the temperature so indicates. You can resist damage from temperature with a Stamina reaction test of the same TN as the associated fatigue test. So, if you're trying to resist fatigue with a Stamina test (TN 10), you also resist the damage with a Stamina test (TN 10). A successful Stamina test to resist this damage cuts it in half, rounded down, so you'll still eventually succumb to very high temperatures.

temperature exhaustion. This can either count as having specific, precise "equipment" for the job, or in some cases might reduce all temperature penalties by one category for four to eight hours.

Atmospheric Pressure: High- or low-pressure atmospheres can cause difficulty in breathing, "bends" or total system failure. On low-pressure worlds, characters have problems breathing because the atmosphere's simply too thin. By contrast, high-pressure worlds put a strain on circulatory and respiratory systems because the gases strain the limits of the body. In either case, discomfort and death can result.

Variations in pressure can quickly render characters unable to function. There's no real need to go into the specifics of atmospheric pressure values; it's sufficient to determine that a planet is high- or low-pressure compared to a given character's homeworld. (This is especially true because pressure tolerance tends to vary widely from individual to individual.)

In slightly high or low pressure, you tend to become winded more easily, and recover more slowly. Characters from worlds with standard atmospheres suffer these effects on worlds with thin or thick atmospheres; characters from thin or thick atmospheres (who must evolve stronger rib and lung muscles in the first place) suffer them only in thick or thin air, respectively (see page 14 for atmospheric thickness details). A Human suffers these effects on thin-aired Vulcan or thick-atmosphere Ferenginar, for example, but Vulcans would only suffer on Ferenginar and not on Earth. Add one level to all exertions (Relaxed becomes Standard), and it takes twice as long to recover fatigue levels.

In very high or low pressure (trace or dense atmospheres, see page 14), you not only suffer from extreme fatigue, but you eventually suffer from hemorrhaging and other problems. Add two levels to all exertions, and you don't recover fatigue levels at all with rest. Once you collapse from loss of fatigue, you take 1d6 damage at each successive fatigue roll, and even resting isn't enough to stave off further rolls. No Class-M world has very high or low air pressure to any humanoid; worlds with damaging pressure are considered Class-K or Class-H. Superdense atmospheres do one full Wound Level per round (no resistance possible) until the character dies, is rescued, or enters a safe environment.

Surviving in and medically treating pressure differences is a lot harder than dealing with temperature extremes. The most that you can really do is try to pace yourself and hope that an injection of tri-ox or a similar compound can make up for respiration difficulties. No Survival test is possible to negate the penalties for extreme atmospheric pressure. Special compounds from the 23rd and later centuries may mitigate pressure problems for four to eight hours, at the Narrator's discretion (also, see the *Starfleet Operations Manual* for an extended list of medications, some of which may be helpful).

Obviously, a character with an artificial environment regulator (like an EVA suit) doesn't need to worry about the problems of temperature and pressure as long as the environment remains controlled.

Planet Hydrosphere

Consult Table 1.17: Hydrosphere to determine the percentage of the world covered with liquid—water, in the case of Class-M and Class-L worlds. Remember that no world with a temperature above 100 degrees Centigrade can have any liquid water at all.

Planetary Geology

Part scenery, part hazard, part story hook, the geology of a world will affect its look and its usefulness.

Tectonic Activity

Very active worlds will always have at least trace atmospheres (see page 14). Not all worlds have tectonic activity: Class-D and -J worlds have none. Worlds with ice densities can have explosive freezing and cracking—"icequakes" and "water lava"—driven solely by stellar heating, in some cases. Add +1 to the abundance roll for metals and minerals (page 176 of the *Narrator's Guide*) on planets with active geology, and +2 for very active worlds.

TABLE 1.17: HYDROSPHERE

World Class	Hydrosphere (surface liquid %)
D, F, J	None
G, K (Blue Zone)	Dense atmosphere: liquid ammonia/methane oceans equal to % of atmospheric ammonia/methane
Other atmosphere: None	
H, K, Y	1-3, None; 4-5, 1d6%; 6, 3d6%
L, M	Roll on Table 1.17A

TABLE 1.17A: CLASS-L OR -M WORLD HYDROSPHERE

Roll (2d6)*	Hydrosphere (Surface water %)
0-7	20-90 (multiply roll by 10%)
8-11	99 (an ocean world like Pacifica with only scattered islands)
12+	100 (no dry land at all; there may be polar icecaps)

*Modifiers: Thick or dense atmosphere, +1; Thin atmosphere, -1; More than 4% atmospheric water vapor, +2; Red giant star, -1; Mass over 1.25, +1; Mass below 0.75, -1; Temperature 20 to 50 degrees Centigrade, +1; Temperature 0 to -20 degrees Centigrade, -1; Temperature -20 to -50 OR 50 to 100 degrees Centigrade, -2; Scanty Oort cloud, -1; Thick Oort cloud, +1.

TABLE 1.18: TECTONIC ACTIVITY

Roll (2d6)*	Tectonic Activity Level	Temperature Increase (Centigrade)
1-4	Dead	0
5	Hot spot	1d6 degrees
6	Plastic	1d6+3 degrees
7-10	Active	2d6+3 degrees
11+	Very active	4d6 degrees

*Modifiers: Over 6 billion years old, -1; Less than 2 billion years old, +1; Diameter below 7000 km, -2; Diameter over 16000 km, +1; Mass below 0.5, -1; Silica or rock-ice density, -3; Metal-rich density +1; Yellow Zone, +1; Large moon, +1; Large close moon, +2; Day less than 12 hours, +1; Thick Oort cloud, +1; No hydrosphere, -2; Hydrosphere 1% to 30%, -1; Sulfur dioxide atmosphere over 3%, +2.

Terrain

Although each world's geography may vary widely, most worlds share certain basic terrain types in common: desert, ice cap, tundra, and mountains. Earth's land area, for example, is about 25% desert, 9% ice cap, 10% tundra, and 6% mountains. The rest is relatively flat, plant-covered land: 20% forest, 10% jungle, 18% grassland, and 2% marsh.

As a very general rule of thumb, take the proportion of the planet covered by land, and cover that portion of the land in desert. (Vulcan is 72% land, which would indicate that 72% of that land is desert.) For every 3 degrees of temperature below 50, increase the ice cap and tundra percentages by 1% each. No world can have more ice cap cover than its hydrographic percentage, of course. Multiply the planet's mass by 3% to get the amount of surface covered by mountains, doubled for tectonically active worlds and doubled again for very active worlds. Now, take the hydrospheric coverage, subtract the land ice cap and half the tundra percentage; this equals the percentage of the remaining land that is forest or jungle. (Earth's 75% water, minus 9% ice and 5% tundra, equals 61%. Subtracting Earth's desert, ice, tundra, and mountains gives 50% of the land area. 61% of 50% is 30% land area.) The remainder of the land is marsh or grassland.

This very rough rule of thumb can be altered by the planet's geography; if the sole continent sits on the equator, there may not be any tundra to speak of. Or, of course, by its demographics; populations in the millions or more will clear land for farms and cities.

Planetary Life

Any world with water and a temperature between -20 and 50 degrees Centigrade is likely to develop some kind of recognizable life—by definition, all Class-L and Class-M worlds have such life, since without it, no oxygen atmospheres could develop. More exotic life such as gaseous-form creatures and beings other than carbon-water life forms (see box) may have other temperature ranges, of course. However, Class-D and Class-F worlds are unlikely to have any indigenous life at all, and Class-G worlds will likely top out at complex bacteria or slimes. Class-H worlds might support lichen or other tough primitive plants; the clouds of some Class-J worlds have fairly complex (though often unrecognizable) ecologies. Life on Class-K and Class-Y worlds is either viral, mineral, or exotic. Constructs and energy beings may exist on any world, even tiny, airless asteroids.

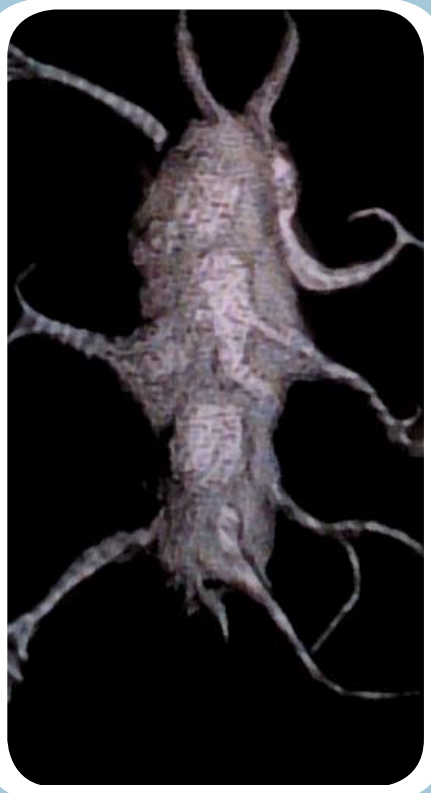


TABLE 1.19: PLANETARY LIFE FORMS

Roll (1D6)	Nature of Life Evolved*
1-3	None
4-6	Seeded by ancient species: 1, Unicellular life; 2-3, Plants; 4-6, Roll on Table 1.19B

* See Table 1.19A

TABLE 1.19A: EVOLVED LIFE FORMS

Planetary Age (years)	Life Forms
1 billion	Prebiotic molecules
2 billion	Unicellular life
3 billion	Lichen, mosses, algae
4 billion+	Roll on Table 1.19B

TABLE 1.19B: ADVANCED LIFE FORMS

Roll (2D6)*	Life Form
0-4	Worms, snails, slime devils, fungi
5-6	Insects, molluscs, trilobites (Intellect 1+), ferns
7	Fishes, colony beings
8	Amphibians, balloon creatures, walking plants
9	Reptiles (Intellect 2+)
10	Mammals (Intellect 3+), flowering plants
11	Dinosaurs, birds, metamorphs
12+	Energy beings, psionic creatures

*Modifiers: Seeded ecology +4; Thick Oort cloud -2

Exotic Life

Starfleet's bold explorers have discovered worlds bearing life forms with radically different chemistry from Class M worlds' water-carbon life. As a kind of intermediate stage between organic and non-organic life, there exist carbon-based life forms that breathe chlorine or even cyanide! Still other creatures, although not organic beings per se, still require organic matter for sustenance—the dikironium cloud creature that attacked the *U.S.S. Farragut* in 2257 drained hemoglobin. However, some chemistries have no connection whatever with conventional water-carbon ecologies. Most exotic life forms depend on a relatively narrow range of temperatures, atmospheres, and other conditions. Although Class M planets are relatively rare, successful life on other types of worlds is rarer yet. In general, life forms with exotic chemistries and living conditions make poor player characters, but can provide interesting scientific, diplomatic, and even military challenges as encountered life forms. All temperature and atmosphere ranges deal only with the environment in which the being evolves—a technological ammonia-breather might be able to live and travel in any environment with the proper suit and breathing apparatus, just as Humans can now live and work in the vacuum of interstellar space.

Fluorine-Silicon: Organisms such as the Excalbians, with a complex body chemistry based on fluorosilicone compounds can evolve on hot Class-K (or even Class-Y) planets with fluorine and carbon dioxide atmospheres. (Plentiful fluorine-silicon life removes all the carbon dioxide from the atmosphere, which might reduce the temperature to the point where fluorocarbon-sulfur life takes over.) They require a temperature range of 400 to 500 degrees Centigrade. The Horta is a fluorine-silicon species that probably evolved near the molten core of its planet, Janus VI—it now ingests radioactives to provide heat. Similar creatures might evolve on any metal-rich world.

Fluorocarbon-Sulfur: Class-K planets with liquid sulfur (requiring a temperature range of 150 to 400 degrees Centigrade) and oxygen-poor, fluorine-rich atmospheres, can produce life forms based on fluorocarbons and sulfur. Given enough time, these organisms may create Human-tolerable atmospheres, as they break oxygen out of carbon dioxide to make complex fluorocarbon molecules. The bacteria with which Starfleet has seeded Venus match this description.

Hydrogen-Sulfur: Under extreme pressures and in temperatures over 400 Centigrade (present only on Class-Y worlds), creatures can evolve in platinum-cyanogen matrices to metabolize hydrogen in a sulfate solvent. Such evolution is almost always sparked by spaceborne proteins seeking stable niches, and traditionally adapts itself to match its environment rather than altering the environment around it. The dichro-

mate mimetic creatures encountered by the *U.S.S. Voyager* exemplify this biology.

Carbon-Ammonia: On frigid (-80 to -30 degrees Centigrade) planets with plentiful liquid ammonia, carbon-based life forms can evolve using ammonia as a solvent rather than water. These beings require a methane-ammonia atmosphere, and can evolve on large Class-G worlds or the Class-G moons of Class-J worlds, in the upper atmosphere of Class-J worlds, or on cold Class-K worlds. Ammonia-based life will break down carbon dioxide and release oxygen, which will break down methane into frozen water and nitrogen.

Carbon-Methane: On still colder worlds (-180 to -160 degrees Centigrade) with liquid methane, carbon-based life forms using a methane solvent can evolve. Carbon-methane life depends on an atmosphere high in methane and hydrogen; it can evolve on the same classes of world as carbon-ammonia life.

Carbon-Hydrogen: At still colder temperatures (-250 to -260 degrees Centigrade), or at higher temperatures under extreme pressure (such as the lower atmosphere of a Class-J world), hydrogen can behave as a solvent for carbon-based life. Such hydrogen-suspension life does not alter its environment because its molecular chains are too delicate to withstand sunlight or other energetic radiation. The Lothra of Opax XIV are the best-known sentient hydrogen-breathers.

Liquid Helium: Far from any sun, in the heart of deepest space, where rogue planets feel only the trace trickles of heat from the Big Bang, helium can exist as a superconductive liquid, at temperatures approaching absolute zero (-270 Centigrade). Organisms based on liquid helium are very alien, and do not cause or even use chemical reactions at all. Since helium is an inert gas, helium-based life does not alter the planetary environment.

Energy Beings and Noncorporeal Entities: Xenobiologists speculatively draw lines between noncorporeal entities (those without a physical form) and energy beings (those composed of, or metabolizing, pure energy rather than chemical energy). Almost all energy beings are noncorporeal, but not all noncorporeal entities are energy beings. There is reason to suspect that most noncorporeal and energy beings somehow evolve from corporeal ones. The Organians, Metrons, and Q have all implied that Humanity (and by extension other species) will some day join them in their immaterial state. Species such as the Melkots, Medusans, Travelers, and so forth may be intermediate stages on such an evolutionary journey. On the other hand, energy beings could evolve from more primitive energy beings just as material species do. However, there do seem to be repeated points of contact between such beings and their material neighbors—rather more, in fact, than between organic species and many other inorganic, though material, species. Some energy beings, such as the anaphasic entity of Caldos Colony, require organic hosts for molecular cohesion. Others, such as the two separate emotion-draining species that attacked the *U.S.S. Enterprise* at Argelius and Beta XII-A simply feed off sentient life in any form. On the other side of the equation, some corporeal beings (such as the Devidians) feed off pure energy (in the Devidians' case, neural energy).

If energy beings are not simply the hyperevolved consciousness of material beings, they may spring from extremely high-temperature environments with strong magnetic fields. The photonic entities encountered in the corona of a protostar in the Delta Quadrant would fit this model. Class-F or Class-K worlds close to stars, especially with thin argon-rich atmospheres, are other likely locations for energy life to evolve. Energy beings can also evolve as distributed consciousnesses in a crystal (often quartz or silicate) matrix; the Crystalline Entity that destroyed the Omicron Theta colony and the water-based electricity-metabolizing microbrains of Velara III are two examples of such life.

Planetary Resources

To determine the useful resources, if any, of the world, use the rules and guidelines for Class-M (and Class-L) planet resources on pages 175-176 of the *Narrator's Guide* as a starting point. Some possible resources for various world classes (or moon-based or orbital facilities around them) appear in Table 1.18: Potential Resource Types.

TABLE 1.20: POTENTIAL RESOURCE TYPES

D, F	Metals and minerals; derelict space junk; artifacts; dangerous, hazardous, or explosive material manufacturing
G	Exotic biological species (medicines, spices, poisons, dyes); water; computer equipment or services
H	Artifacts; metals and minerals; raw industrial goods; mercenaries; "used" equipment
J	Helium-3 for fusion plants; elemental hydrogen; gravity-charged devices or gravitics; antimatter; spaceframes and systems
K	Chemicals; exotic biological species (mostly toxic); prisons or other remote facilities
L	Artifacts; exotic minerals and allotropes; industrial goods; personnel
M	Agricultural goods; industrial goods; biological species; medicines; personnel and services; art
Y	Exotic metals or chemicals

736 468 001 498 548 876 223 N45 001 749854 411 00812
876 224 146 387 937 927 03473
224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057
767 040 767 916 761 535 915 L62 249 194426 919 89190
085 321 989 555 077 087 151 H76 224 146387 858 11394

ALPHA CENTAURI

PLANETARY PROFILE

PLANET NAME: ALPHA CENTAURI
CLASS: M
MOONS OR RINGS: TWO MOONS
GRAVITY: 0.98 G
CLIMATE: STANDARD ATMOSPHERE, 65% HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: TWO BILLION HUMANOID NATIVES AND FEDERATION IMMIGRANTS
CIVILIZATION: RISK-TAKING AND SCIENTIFIC, TL 7-8, THEOCRATIC COUNCIL
RESOURCES: MEDICINES, NATURAL RESOURCES, INDUSTRIAL GOODS, RECREATIONAL HOLOGRAPHIC PROGRAMS

Alpha Centauri is an ecologically lush world in the trinary star system of the same name, and the homeworld of the Centaurans, a humanoid race anatomically similar to Humans. The Centaurans made very early first contact with the Humans and Alpha Centauri was a charter member of the Federation. Indeed, Earth-Centauri contact came years before the advent of the Federation. When a scuffle between visiting Earth ships threatened the peace in Centauran space, the Centaurans became instrumental in aiding Earth's formation of a world government—something that the Centaurans themselves had done only after a series of devastating genetically-engineered plagues.

ERAS: As Galactic neighbors to Humanity and founding members of the Federation, the Centaurans are known to Starfleet in the 22nd century and beyond. Zefram Cochrane retires to Alpha Centauri after leaving the Warp 5 project; the world goes on to help charter the Articles of Federation and remains a background member thereafter. Alpha Centauri's voice in Federation affairs steadily diminishes up into the 24th century, at which point it, along with the other founding worlds, takes a front role in preserving and proclaiming Federation principles during the Dominion War.

LOCATION

Alpha Centauri is the fourth planet in the Alpha Centauri trinary system, which is located in the Alpha Quadrant, only 4.35 light years from Sol. Strictly speaking, its designation is Alpha Centauri IV. As the Centaurans have their own names for the other planets in their system (such as Seldarain and Velestus), there's little confusion; the only other habitable world in the system is Alpha Centauri III (Kolmyri), a hot planet that became a subject of (successful) 23rd century Centauran planet reforming experiments.

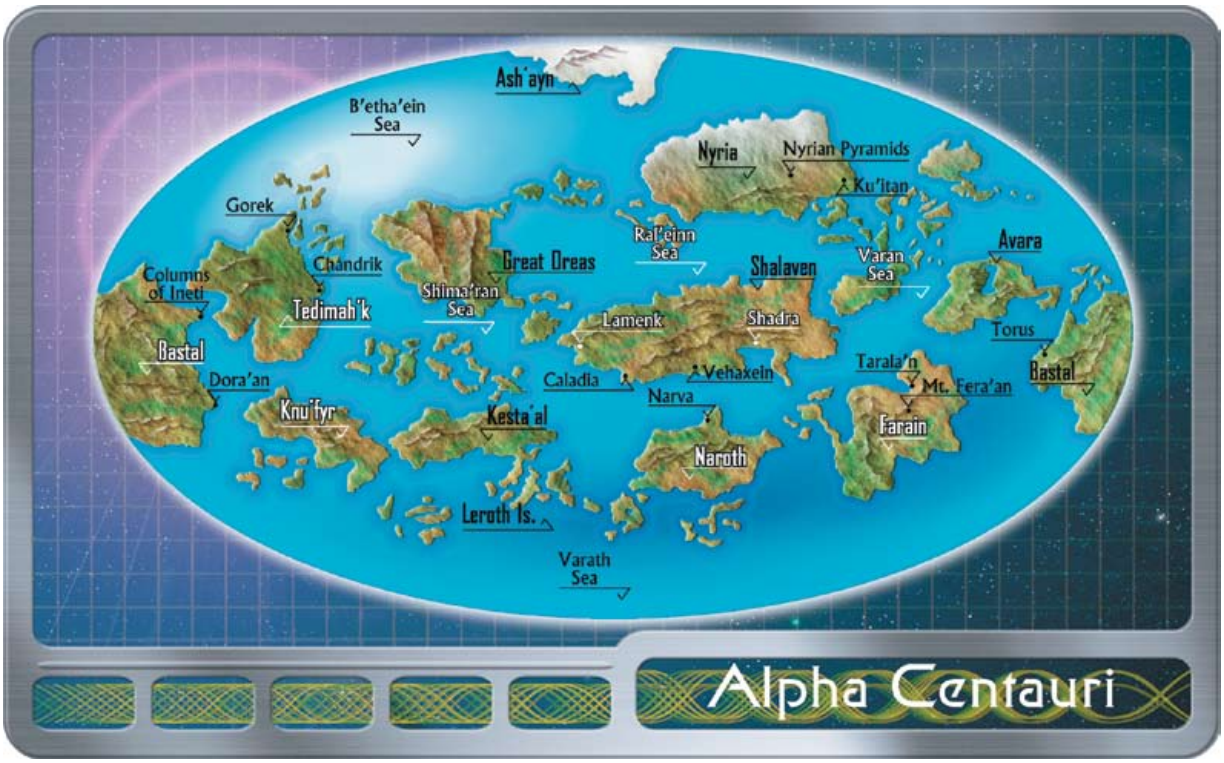
CLIMATE

The fact that Alpha Centauri is part of a trinary system doesn't affect the planet's climate. It orbits Alpha Centauri A, which resembles its neighbor Sol in size and luminosity, while Alpha Centauri B is too small and dim to exert much influence on the planet. Proxima Centauri is smaller and dimmer still, and is so far away from the planet that it is scarcely visible in the daytime sky. As a result, Alpha Centauri's climate corresponds to Class M norms. The world has an average 26 degree Centigrade temperature.

GEOGRAPHY

Alpha Centauri's landmass is divided into eleven continents, none of which are connected to each other. Torus, the planet's traditional capital city, is located on the west coast of the largest continent, Bastal.

Illustrations by Kieran Yanner



Civilization

From the beginnings of their history, the Centaurans have always considered themselves a deeply spiritual race. Their earliest rulers were tribal shamans who mediated between the gods and mortals; such figures evolved into the Grand Elders who would eventually govern the entire planet as the Elder Council. Centauran gods are all impersonal: The "traditional" elements of air, fire, water, and earth are all considered gods, as are such abstractions as luck and time. The Centaurans see no need describe their gods as actual beings like themselves through any sort of anthropic principle.

Unlike many theocratic societies, the Centaurans had little trouble reconciling their religious beliefs with scientific ways of thought. Under the leadership of Grand Elder Ieas, the Elder Council sought to accommodate the burst of rationalist philosophy and consequent inquiry into the burgeoning fields of chemistry, physics and astronomy that occurred in the 17th century, rather than oppose it. Ieas declared that science sought to discover the fundamental relationships that linked all aspects of reality—something that their religion had always preached. In his view, therefore, science and religion really sought the same ends by different means. Centauran civilization modernized smoothly thanks to his influence. In light of the artificial origins of the plague that nearly wiped out the race in the 23rd century, some historians have questioned whether the absolute faith in science that Ieas encouraged was really an unmixed blessing.

This traditional, yet flexible theocratic system of government retained its influence even after off-worlders flooded in to re-populate the planet in the 23rd century. By the end of the 24th century, Alpha Centauri had become a thoroughly cosmopolitan place, full of busy newcomers and established immigrants from every corner of the Federation, with a smattering of Ferengi looking for new business opportunities mixed in. Out of respect for the Centaurans, however, the Federation Council decided against installing a governor to take care of the immigrants. Instead, they trusted to the Elder Council to look after the arrivals.

Unfortunately, a tiny but fanatical minority of Centaurans resents the influx of foreigners. They hope to persuade as many as they can to leave so that Alpha Centauri may become a purely Centauran world once again. They constantly change the organizational identities under which they act, so that no one quite knows who they are. Mostly, these malcontents commit minor acts of vandalism, but they have also claimed responsibility for assassinations and sabotage.

History

The Centaurans developed warp travel in the mid-21st century. They did not colonize other worlds, but they did explore their galactic neighborhood extensively, in keeping with their characteristic openness and curiosity. Along with the Vulcans and the Andorians, they were one of the first races to make contact with the Humans. They also participated in the founding of the United Federation of Planets in 2161, a distinction in which they have always taken pride.

The Centaurans looked forward to a bright future as active members of the Federation, but catastrophe overtook them in 2203. Unlike many theocrats, the Centauran Grand Elders had always encouraged the dissemination of scientific knowledge, hoping to co-

Illustration by Blake Beasley

opt what they knew they could not stop. With no one to monitor their work, Centauran researchers had free reign to do whatever they wanted. This lack of restraint came back to haunt them when a particularly daring genetic engineering project created a potent disease organism not unlike the deadly Anchilles fever that later plagued a number of Federation worlds. This organism escaped into the general population through a series of handling mishaps. It took 20 years for the epidemic to run its course, and by that time it had killed 80 percent of the planet's population.

Places of Interest

Torus is the traditional capital of Alpha Centauri and the planet's largest city. The Council of Elders meets here in a 300-foot tall ziggurat, known as the Grand Temple, that has served as a symbol of the theocracy's importance in Centauran society since the 11th Century.

The Great Plague reduced the city's population to one-tenth of what it had been, and many of the Federation immigrants who repopulated Torus segregated themselves by species. These racial enclaves acquired informal names, such as Terraville, New Vulcan and the Betazed Quarter. After the end of the Dominion War, the Federation began inviting Cardassians to resettle on Alpha Centauri as a way of coping with the Cardassian Union's chronic resource shortages. Few Cardassians took up the offer, but those who did formed a highly visible community in Torus.

Only a small xenophobic minority opposes the presence of off-worlders in Torus. In their role as political leaders, the Grand Elders understand that the Centaurans cannot rebuild their world without contributions from other Federation civilizations. Most of the Torus' residents feel the same way, and they have also come to appreciate the diverse cultural influences that the immigrants bring to the city.

ANDORIA

PLANETARY PROFILE

PLANET NAME: ANDORIA (ANDORIA V)
CLASS: M
MOONS OR RINGS: ONE MOON (OLITH)
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 65% HYDROSPHERE, COLD TEMPERATURES
DEMOGRAPHICS: HUNDREDS OF MILLIONS OF NATIVES
CIVILIZATION: AGGRESSIVE AND INDEPENDENT, TL 7-8, REPRESENTATIVE DEMOCRACY
RESOURCES: INDUSTRIAL GOODS, SPECIALTY FOOD PRODUCTS AND OTHER LUXURY ITEMS

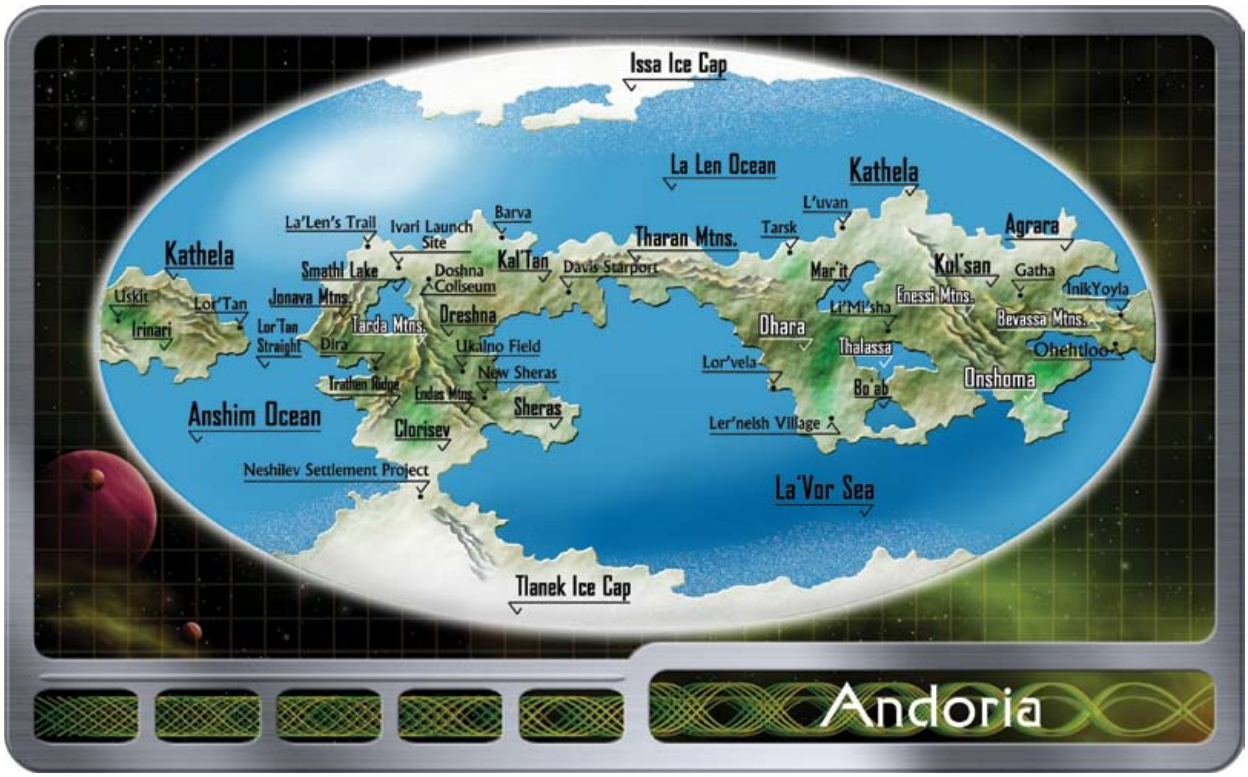
A cold planet with a limited biosphere and relatively few natural resources, Andoria nonetheless gave birth to an advanced civilization that has been a key member of the Federation since its inception in 2161. The Andorians emerged from centuries of bloody intramural warfare with their warrior ethos almost intact, but also with a revulsion against war and a new dedication to peace.

Eras: As one of the charter members of the UFP, Andoria appears in nearly every era of *Star Trek*—from the early days of suspicious neighbors in *Enterprise* to dedicated Starfleet officers and core members of the Federation in *Star Trek*, *Star Trek: The Next Generation*, and *Star Trek: Deep Space Nine*.

Location

Andoria is the fifth planet of the Andor system (called Kuy'va by the Andorians) in sector 38G of Alpha Quadrant.

Illustrations by Kieran Yanner



Climate

Simply put, Andoria is cold. Although Andor is a blue-white star that burns bright and hot, Andoria orbits far away from it. Without the heat generated by the planet's core, which manifests itself on the surface in the form of volcanoes and volcanic rifts, Andoria would likely have no life at all. An estimated 85% of the planet's animal species live within 15 degrees latitude of the equator, which tells you something about the hostility of Andoria's climate.

Geography

Andoria's landmass is divided into four continents, Issa, Ka'thela, Tlanek and Voral. Issa and Tlanek are both frozen solid and utterly inhospitable, covered most of the year by glacial ice sheets hundreds of meters thick. All of Andorian civilization resides in Ka'thela and Voral, which are connected along a thin strip of land containing the Tharan Mountains. This, historically, has served as the planet's most important overland trade route.

Civilization

Andorians may come from a cold planet, but their cobalt-based blood runs notoriously hot. They are passionate about their beliefs, and they are quick to take offense. If an Andorian feels that you have wronged him, you may find yourself looking at the business end of a *hrisal*, the traditional curved sword that many Andorians still carry as an item of dress. On the other hand, their sense of fairness runs very deep; if an Andorian believes that he has wronged you, he will be the first to admit it and he will not rest until he makes amends.

Ties of blood are central to Andorian life. Nothing is more important to them than family, although their unusual mating conventions can muddy up the matter of just what constitutes one's family. By tradition that stretches back to the far reaches of their prehistory, Andorians base each family unit on two, not one, male-female pair bonds. Couples seek out and court each other to form these "quads," just as individuals seek each other to form couples. Within quads, couples cohabit, raise their children together and share household resources. In about half of all Andorian quad marriages, marital relations cross the pair-bond boundary as well. Outsiders acquainted with Andorian society have difficulty seeing how such a passionate race can make such an apparently messy arrangement work, but they do. Very few quads break up because of divorce.

The basic unit of Andorian society is the clan, or *kethni*. Originally, *kethni* were huge extended families, confederations of family units related to each other by blood. As Andoria entered its Industrial Age and families were less likely to stay tied to the same location long enough for traditional clan ties to solidify, the definition of *kethni* changed. In time, it made more sense for individual Andorians to feel themselves bound to others based on economic, professional or ideological grounds. Over time, *keths* came to represent major corporations, professional and trade associations, university communities, and other groups based on the common interests of their members. Even so, these modern *keths* command from their members' loyalty just as fierce as that shown to the old family-based clans.

Illustration by Blake Beasley

Andoria maintains a roughly traditional world government in the form of the Kethni Council. All *kethni* send delegates—usually 300 in total at any given time—and they vote on legislation and matters of state. The Council elects a President from among its own ranks, but the office carries few executive powers; mostly, the President's duties entail presiding over Council meetings and attending to its administrative needs. The Council also oversees Andoria's autonomous military, the Andorian Defense Forces, which does not fall under Starfleet command.

Although Andoria has never wavered in its commitment to the Federation, the Kethni Council also maintains its own intelligence service, which is so secret that the UFP knows of it only through rumors. It is called the Am Tal, or "Seeker of Secrets," and its mandate is to ferret out information (whether it be political, military or economic) that would help the Andorian government and track the activities of *keths* that have been censured by the Kethni Council. Am Tal operatives work deep under cover. They are recruited from the ranks of laborers, merchants, diplomats, scientists—even leading politicians. They continue leading their daily lives while aiding the Am Tal. It is conventional wisdom within Kethni Council circles that 100 of the Council are Am Tal, while the other 200 want it shut down. Its existence is certainly controversial, but it also represents a romantic ideal of a great Andorian life. To many, Am Tal operatives are modern-day warriors, fighting the good fight against the enemies of Andoria.

In the Federation as a whole, Andorians have a reputation for being taciturn and difficult to befriend. But for some, this remoteness gives them a romantic air, as if they were so many blue-skinned brooding Heathcliffs. In the first half of the 23rd Century, a fad for all things Andorian swept through the Federation, popularized in large part by the romantic fiction of Douglas Bell, whose *Ghalev: A Novel of Andoria* was still widely read generations after his death. Andorian literature, dress, food and drink (Andorian ales and edible tuber roots are particularly considered delicacies)—even their dueling rituals—disseminated throughout the settled parts of Alpha Quadrant. It was not unusual to see young Humans of this time wearing prosthetic antennae and cheap knock-off *hrisals* strapped to their sides. Among the Andorians themselves, some merchants profited handsomely from the craze, but the rest were simply bemused by it.

History

The Andorians have been around long enough to develop a civilization as advanced as any in the Federation. But by their own reckoning, they have no history before 1692. This is quite literally true, as they themselves destroyed all written records of their collective deeds and misdeeds, of the rise and fall of their great leaders, before that point. It seems like an odd thing to do for a race that believes, as one of their proverbs says, that, "A man is no more than the sum of his memories, a culture no more than the sum of its history." But it is precisely this seriousness about the power of one's recollection of the past to shape the present and future that inspired them to do it.

For thousands of years, up through the 17th Century, the story of Andorian civilization was a chronicle of wars fought by regional and local warlords against each other as they jockeyed for political or military advantage, but also out of personal grudges and sheer pique. These wars shed much blue, cobalt-based blood. They also established the eminent role that warriors and the warrior virtues of courage, personal honor and skill at arms have always played in Andorian society.

The long centuries of constant intramural warfare seemed to come to an end in 1284 when Krotus, a local warlord who rose from relative obscurity to unite the entire planet under his rule, completed his conquests and settled down to reign. Krotus was not only Andoria's greatest military leader, but a wise statesman and a capable ruler. Under his guidance, the entire planet entered the Industrial Age, and knew unprecedented peace and prosperity during his reign. This all too brief golden age came to an end, however, in 1332 when his daughter assassinated him. Without his strong hand to hold it together, Andoria began to fray politically even as it continued to advance technologically.

In 1597, a dispute between local warlords over control of the trade routes through the Tharan Mountains set off a return to the constant tribal warfare that Krotus' conquests had brought to an end. Now, however, the warrior chieftains had at their command weapons as deadly as those developed on Earth in the late 20th Century, and the results were truly terrible. The Time of Lament, as it came to be known, would last nearly a century, decimate the Andorian population, wreck their economy and infrastructure, and return many parts of the planet to a pre-industrial level of technology.

All of Andoria lay in ruined exhaustion when a remarkable girl arose and persuaded her people to save themselves. In 1692, Lor'Vela was the 14 year-old daughter of an ambitious *kethni* leader who had built her power through conquering neighboring clans. One day, Lor'Vela fell ill, literally sickened by the sight of a battlefield on which her mother had just crushed a rival *kethni*. While in a fever, she had a vision of Andoria restored to the glory it had known under Krotus, but through cooperation between the clans instead of conquest. When she recovered, she challenged her mother to a duel and slew her to take control of her *kethni*. Immediately, Lor'Vela sent ambassadors to the remaining clans that had survived the Time of Lament and summoned them to a conference of peace in the city of Tarsk.

At the Council of Tarsk, as it came to be known, Lor'Vela persuaded the other *kethni* to forswear war against each other and re-establish enduring peace.

As a gesture of good faith, she released all the clans that her mother had subdued from any fealty to her, leaving them free to decide their own allegiances. She then retired from leadership of her own clan, effectively dissolving it. Stunned into cooperation, the remaining chieftains crafted the laws and single world government under which Andorians would continue to live even after they became part of the Federation. They also resolved to destroy all records of their history to date, both to symbolize the rebirth of their world and to prevent their descendants from learning the destructive ideas of their ancestors. These were all drastic—even melodramatic—gestures to be sure, but they laid the foundation for the reconstruction of Andoria and, ultimately, allowed the Andorians to continue their technological development and become a starfaring race.

Andoria entered its space age in the late 18th Century and promptly set about colonizing its interstellar neighborhood. The Andorians sent 19 impulse-powered ships full of colonists in suspended animation to nearby stellar systems. Most of these pioneering vessels met with fatal mishaps and the fate of several of them has never been determined. Enough survived and succeeded so that when the Andorians developed warp drive in 2118 and went back out into space, they discovered that they had a small, fragile interstellar network of outposts on their hands. The most successful of these was Cimera III, which had made contact with Vulcanoid Rigellian traders. Contact with Andoria proper made that relationship all the more lucrative.

The Andorians made first contact with the Humans in 2151, at the Vulcan monastery of P'jem. The crew of the NX-class *Enterprise* inadvertently stepped into the middle of a territorial dispute, where Andorian operatives were trying to uncover a (correctly) purported Vulcan intelligence-gathering outpost at the monastery. While the initial contact between the Humans and Andorians was violent, Human forthrightness and willingness to risk alienating the Vulcans in the interests of uncovering the truth led to a grudging respect for the "pinkskins." Eventually this respect, combined with Human diplomacy and tenacity, led the three groups to put their differences aside in the later formation of the United Federation of Planets.

Although their influence in Federation waned as UFP membership expanded, Andoria has always been steadfast in its support of the organization. Andorians have always served with distinction in Starfleet, especially in its early days. Igrilan Kor was the most famous Andorian Starfleet officer. He served as Captain of the all-Andorian crewed starship *Eagle* from 2247, during which time his ship and crew earned more commendations than any starship crew before or since.

Places of Interest

Lor'Tan is Andoria's largest city and the center of its political, cultural and economic life. Visitors to Andoria with little time to spend go to Lor'Tan, knowing that there they can get both the highlights and an overview of what the planet has to offer. Andoria's finest museums, cultural institutions, and restaurants are based here, as well as most of the planet's largest industrial and commercial concerns. Lor'Tan is also the site of the Atlin Zoological Park, which opened in 2230 in the suburb of Atlin. The zoo is devoted entirely to animals with bioluminescence, and by the end of the 23rd century the curators had assembled over 500 different species from all across Alpha Quadrant.

The Kethni Council meets in Lor'Tan, headquartered in the imposing palace from which the great conqueror Krotus once ruled the entire planet. When he built the Lor'Tan Great Hall, Krotus decreed that all of the city's main thoroughfares should converge on its grounds, making it the center of his capital and therefore, the known world. Subsequent development relegated the palace to the outskirts of the modern city of Lor'Tan.

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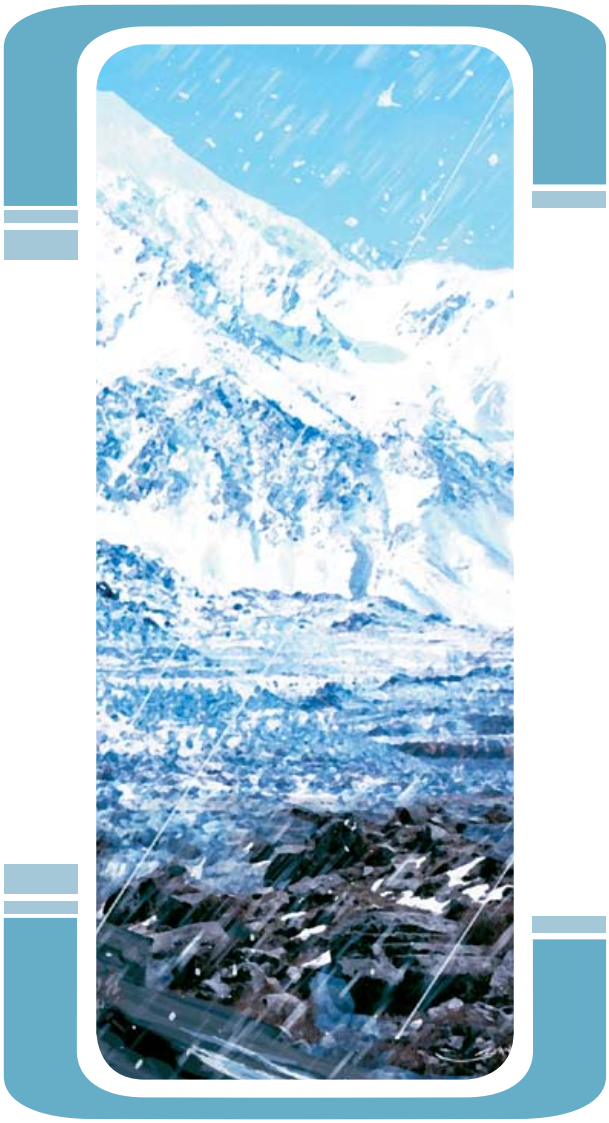

Illustration by Kieran Yanner

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ANTICA

PLANETARY PROFILE

PLANET NAME: ANTICA
CLASS: M
MOONS OR RINGS: TWO MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 65% HYDROSPHERE, COOL TEMPERATURES
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: AGGRESSIVE AND CONFORMIST, TL 7, MONARCHY
RESOURCES: INDUSTRIAL MINERALS, PRECIOUS METALS, TIMBER

Antica, a cold world known for its snow-bound forests, is one of two planets in the Beta Renner system to host intelligent life. Its native intelligent species, the canine humanoid Anticans, fought constantly with their neighbors the Selay for generations until Federation negotiators helped end the war. Federation commercial interests value Antica for its native timber resources.

Eras: Antica appears in *Star Trek: The Next Generation* as a potential Federation member world. Obviously, due to its earlier conflicts with the homeworld of the Selay, its inhabitants have had space travel technology for some time. Characters in the 23rd century could easily come in contact with Antica before its Federation involvement.

Location

Antica is the sixth planet in the Beta Renner system, which is located in Alpha Quadrant.

Climate

Antica occupies an orbit farther out from Renner than Selay, so its climate is colder. Permafrost covers much of its sub-arctic bands, as well as its polar regions. Typical daytime temperatures exceed freezing only during the spring and summer in Antica's tropical band, and only during the summer in its sub-tropical bands. Turbulent snowstorms lash the sub-arctic bands, and sometimes the dip south to torment the tropics and sub-tropics as well. In spite of its hostile climate, Antica boasts a diverse collection of native flora and fauna; it's just that all of the fauna have heavy coats of fur.

Geography

Antica's landmass is divided into eight large continents, two of which are completely covered by north and south polar ice, respectively. The remaining six are all heavily forested, although as you get closer to the equator you are more likely to find broad, flat plains. All of Antica's agricultural activity takes place in these equatorial regions.

Civilization

Antica's most advanced native species is a humanoid race known as the Anticans. The Anticans are covered by thick, warm fur except for their prominent, bald heads. They have sharp, canine teeth and claw-like extremities, and they prefer their meat raw and live. Despite their animalistic appearance, they are a technologically advanced civilization that developed space travel capability in 2300.

The Anticans evolved from canines that learned how to walk upright, and their social and political organization reflects their ancestral origin. Their basic social unit is the pack, an extended family headed by the dominant male. Most pack members are related to the dominant male by marriage or blood, but servants and other hangers-on may be incorporated as long as they acknowledge fealty to the patriarch. On a larger scale, Anticans also organize themselves along pack lines. They follow a single world government that functions more or less like a monarchy. The Maximum Pack Leader makes all important decisions and rules until death or senility, at which point the regional Pack Leaders convene to select a new one from their ranks.

Anticans are combative by temperament. Within their own packs, their ingrained obedience to the hierarchy tames their aggressive urges. But arguments—even fights—between members of different familial packs or regional packs are not uncommon. Anticans are very guarded when dealing with other species and do not take perceived slights lightly.

They are also highly pragmatic. They craft their tools purely for their functional value, and none of their native products have ever had much in the way of purely aesthetic value. Anticans do not have strong musical or artistic traditions.

History

The apparent existence of another intelligent race on another planet in their solar system roused the Anticans' suspicions from the moment that modern astronomy allowed them to discover it. Who were they? Would

Illustration by Kieran Yanner

they be hostile if the Anticans met them in person? Once the Anticans developed space travel, they didn't really wait for an answer. Their ships bombarded Selay from orbit with very little contact as prologue. The Selay, who had also just developed space travel, responded in kind. Over the next 60 years, the two civilizations exchanged both spaceborne raids and ground invasions with little advantage and much destruction to show for it.

The Anticans made first contact with the Federation in 2360, but it took four years of persuading by an endless stream of UFP diplomats to get them to consider making peace with their longtime foes. Only when the Federation made a formal peace treaty the prime condition of UFP membership did the two sides agree to a cease-fire and direct negotiations. High-ranking embassies from both sides met on Parliament in 2364 and hammered out a long-term peace agreement, known as the Beta Renner Treaty, although it took considerable pressure on both sides by Federation intermediaries to get them to actually sign it.

Since then, the Anticans have abided by the treaty, and every Maximum Pack Leader since then has formally disavowed any aggressive intent toward the Selay. However, it is not inconceivable that rogue elements within the Antican political or military leadership might try to orchestrate a violation of the treaty by one side or another. Restless young military officers sometimes grumble about how peace deprives them of the chance to live up to their ancestors' heroic deeds. And it is a known fact that ambitious politicians have considered stirring up a crisis to give them a chance to prove themselves more fit for leadership than the current Pack Leader, and a new war with the Selay is the gravest crisis that the Anticans could create for themselves.

Places of Interest

The capital of the Antican government varies from generation to generation, as each new Maximum Pack Leader holds court in his own regional base of power. This means, inevitably, that the seat of power is an improvised affair, with the physical infrastructure needed to support a planetary government flung up in a hurry, or on top of the remnants of a past administration. This usually means a period of administrative inefficiency at the beginning of a Maximum Pack Leader's reign, as his underlings scramble to assemble the infrastructure of government.

The forests that blanket the northern and southern sub-arctic and sub-tropical bands are noteworthy because of the sestap trees that flourish there. Almost all species of sestap are valuable for their hardwood, which is both aromatic and exceptionally dense and durable. These properties make them valuable for construction, as well as furniture and other consumer items (goods made out of sestap wood costs 30% more than similar items made of ordinary hardwood). Entrepreneurs and traders began to visit Antica shortly after it joined the Federation. Dealing with regional Pack Leaders and their followers who controlled the sestap forests can be difficult—even dangerous, if you get on their bad side—but by the mid-24th century sestap logging was widespread enough so that depletion of the forests became a legitimate environmental concern.

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Illustration by Blake Beasley

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ATHOS IV

PLANETARY PROFILE

PLANET NAME: ATHOS IV
CLASS: M
MOONS OR RINGS: 1 MOON
GRAVITY: 0.98 G
CLIMATE: STANDARD, 50% HYDROSPHERE, COOL
DEMOGRAPHICS: THOUSANDS OF COLONISTS UNTIL 2370, THEN UNINHABITED
CIVILIZATION: BRASH COLONY, TL8
RESOURCES: AGRICULTURAL

Once a major Maquis outpost, Athos IV became the last refuge of Maquis prisoners fleeing from Jem'Hadar forces… and the last battleground for Starfleet turncoat Michael Eddington.

ERAS: Athos IV appeared in the *Star Trek: Deep Space Nine* episode "Blaze of Glory." It would have been settled as a Federation colony some time before the *ST: TNG* era, only to lose Federation protection due to its location in the Demilitarized Zone. The *U.S.S. Palomar* (via long range probe) first surveyed this world during the 23rd century. Characters from that era through to the 24th century might be sent to do a more comprehensive survey of the world as a prospective colony, or to support colonization efforts when they occurred.

LOCATION

Athos IV is the fourth planet orbiting the orange star Athos located in the Demilitarized Zone between Federation and Cardassian Space. It is located near the fringes of the Badlands, and as such was ideally placed for a Maquis outpost. Its ideal location made it a logical target when Dominion forces, following the Dominion/Cardassian alliance, began systematically eliminating the Maquis.

CLIMATE

Athos IV is enshrouded in fog over most of its surface. Its vegetation therefore needs little direct sunlight to survive, and many beautiful creeping vines rise along all surfaces without detailed root structures, sustaining themselves on surface minerals and ambient water similarly to controlled airponics gardens. The human habitations were mostly in temperate zones that were quite warm, yielding an almost tropical rain forest like environment. However, the Maquis kept their fallback base far to the north, in a colder temperate rain forest area, well shielded from detection.

The fog cover is almost ubiquitous, and visibility is generally limited to between two and five meters. The fog makes things indistinct, and especially makes ranged combat difficult without sensor support. All ranged tests are at –2 unless otherwise compensated for.

GEOGRAPHY

Athos IV is a hilly world, largely given over to rainforests in the rich moisture environment. While not particularly well suited to traditional agriculture, Athos IV was easily adapted to provide for its colonists. The major settlement was in the lush Southam Valley, as it yielded the best combination of Athos's unique flora and more standard agricultural methods. The Starfleet

Illustrations by Kieran Yanner

base—later to become a Maquis outpost—was established some two hundred kilometers away in Mount Denton Valley.

The Maquis had a fallback base, only minimally occupied, to be used in case of large scale disasters. This base, atypically, was in a mountainous region with comparatively little vegetation nearby. Because it used ore bearing mountains as shelter and had minimal power, it was nearly invisible to orbital sensors. This allowed the fallback base to go undetected when the main Maquis outpost was destroyed by the Jem'Hadar.

Civilization

In many ways, Athos IV was a typical 24th century Federation colony world—particularly in the shadow of the Cardassian War. During the early years of colonization, Athos IV kept relatively up to date in Federation technology and techniques, and colonists, while isolated from Federation society, stayed within the norm for Federation citizens.

When the Cardassian War broke out, the Federation reinforced Athos IV, paradoxically improving the technology of the colony as Starfleet's best and brightest were regularly a part of colony life. This changed in 2370, when the Demilitarized Zone was established. Suddenly, all Federation and Starfleet support was withdrawn from Athos IV. As Starfleet technology was removed from their base on planet, spare parts for what technology remained became scarce, and the embittered populace learned to do for themselves. From this point forward, their technology in some areas—such as their warp capable starships and communications net—remained at Federation normal levels, while their use of "comfort" technologies like replicators almost entirely disappeared. As with many colonists in the Demilitarized Zone, they took pride in growing their own food and making their own homes, without the advanced technologies or techniques of a Federation that had abandoned them.

The remains of Starfleet's base became the basis of the Maquis Outpost on Athos IV, turning what little remained there to good use as a resupply depot and safe haven for Maquis ships that fought the Cardassians at every turn.

History

Athos IV was first mapped in 2263 by *U.S.S. Palomar*, a long-range survey vessel on the usual Starfleet mission of penetrating ever more deeply into unknown space. The *Palomar* mapped the distant Class M planet via long range probes, never approaching the system.

The initial colonization of Athos took place in 2352, when settlers from the colony ship *S.S. Landfall* established Athos Settlement in Southam Valley, named for the colony leader who had organized the trip. The colony took root quickly, growing at a good rate.

The onset of hostilities with Cardassia led to the establishment of a fairly well stocked Starfleet base in Mount Denton Valley. It was less than an hour to the Southam Valley settlement by shuttlecraft, and less by transporter, so Starfleet personnel became regular sights in the settlement. More than one Starfleet officer grew to love the fog-shrouded world, and several marriages and less formal emigrations to Athos IV took place.

With the formal treaty between the Federation and Cardassia, Starfleet was required to remove all personnel, goods, equipment and support from the colony.

Illustration by Blake Beasley

Several Starfleet officers at the Mount Denton Valley base, outraged at the treaty, resigned from Starfleet in protest, formally joining the Athos IV colony. These officers helped form the growing Maquis, and were invaluable in both establishing the Maquis Outpost in Mount Denton Valley and constructing the secret fallback base thousands of kilometers to the north.

As the Maquis prepared to announce their own political autonomy as a galactic power, their Cardassian enemies allied with the Dominion. This new alliance saw the Maquis as the most obvious threat to their own peace, and Jem'Hadar forces swept through the Demilitarized Zone, decimating Maquis bases down to nothing. The Jem'Hadar struck Athos IV hard, not only destroying the Southam Valley settlement and the Mount Denton Valley base, but razing the land between the two, leaving parched soil and lifeless rock in their wake. A very few survivors managed to transport undetected to the fallback base, however, and waited for any other pockets of surviving Maquis to reach them.

When the Maquis had gathered, a message was sent to their leader, turncoat Starfleet officer Michael Eddington, who had been imprisoned by the Federation. The message claimed that a wave of cloaked missiles had been launched towards Cardassia. In an effort to avoid war with Cardassia and the Dominion, Federation Captain Benjamin Sisko, the officer who had taken Michael Eddington into custody, brought Eddington to Athos IV to abort the attack. Upon arriving, Sisko discovered the dozen or so surviving Maquis refugees were waiting. There never had been a missile attack—instead, the message had been sent by Eddington's wife Rebecca, to let the Maquis leader know they had made it to the fallback base. Sisko agreed to evacuate the surviving Maquis, though Eddington died battling Jem'Hadar while covering their escape.

Places of Interest

Prior to the Jem'Hadar assault on Athos IV, the most interesting place on Athos IV was the Southam Valley settlement. Most notable was Fae Waters—a waterfall near the midpoint of the Southam River which, in the perpetual fog and mists from the waterfall, surrounded by climbing vines and vegetation, looked positively magical. Following the Cardassian/Dominion War, a small delegation of former Maquis returned to Athos IV to raise a monument to Michael Eddington and those Maquis who died to keep the Demilitarized Zone free.

After the Dominion War, Athos IV is a shell of its former self, right up until its few remaining Maquis settlers are evacuated. Nevertheless, it's likely that some Maquis information, technology, or corpses are left behind. Interested parties might discover that some bit of Maquis information, or a fugitive with important clues, were holed up on Athos IV.

BAJOR

PLANETARY PROFILE

PLANET NAME: BAJOR (BAJOR VII)
CLASS: M
MOONS OR RINGS: FIVE MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 68% HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: ARTISTIC AND RELIGIOUS, TL 7, SECULAR AND RELIGIOUS GOVERNING COUNCILS
RESOURCES: MINERALS, NATIVE ARTS AND CRAFTS

Bajor is the homeworld of the Bajorans, a venerable humanoid race with strong religious and artistic traditions. In the 24th century Bajor had to endure decades of brutal occupation by the Cardassian Union, which exiled much of the native population and stripped the planet of its natural resources. After the Cardassians withdrew, hopes for Bajor's spiritual and cultural revival coincided with the discovery of a wormhole between Alpha and Gamma Quadrants in the Bajor-B'hav'el system; Bajoran religious authorities immediately declared that the wormhole was the traditional home of their gods, the Prophets.

Eras: Bajor figures prominently in *Deep Space Nine* and many mid-24th century politics. Its stable wormhole leads to trade and, ultimately, serves as the lynchpin of the Dominion War. Its people, though generally introspective and artistic, are also fiercely protective of their sovereignty, which leads to the formation of resistance cells during the Cardassian occupation and to strong support for the Federation in the Dominion War. Prior to the 24th century, Bajor is essentially a planetary backwater; its main exports

Illustration by Kieran Yanner

during Cardassian occupation are refined ores and forced laborers.

Location

Bajor is the seventh planet of the Bajor-B'hava'el system, which is located in Alpha Quadrant near Cardassia, at the edge of Federation space.

Climate

Bajor's climate falls very much within Class M norms. It's cold at the poles, hot at the tropics, and somewhere in between in the sub-arctic and subtropical zones, making them the places where life flourishes most easily. Rain falls most heavily in coastal areas and in mountain valleys, which is where visitors will find most of the planet's flora and fauna.

Visiting Humans often comment on the lush natural beauty of Bajor. Since the Bajorans turned their back on planetary exploitation, and the Cardassian occupation was aborted before it could strip the planet of resources, many areas still have pleasant temperatures, occasional rains, and verdant flora.

Geography

Most Bajorans live on the continent of Bha'hagh, which by itself accounts for 60 percent of Bajor's landmass. Islands, several of them large enough to be called continents, dot the oceans and account for the rest of the landmass. Bha'hagh lies astride the planet's equator, and it is criss-crossed with mountain ranges that shelter the lush and fertile valleys that has cradled Bajoran civilization for millennia.

Under the Bajoran Provisional Government, Bha'hagh is divided for administrative purposes into quadrants: the Northwest Quadrant, the Northeast Quadrant, the Southwest Quadrant and the Southeast Quadrant. Each quadrant is in turn divided into provinces based on traditional Bajoran political entities, and the largest of these are Tozhat, Musilla, Hedrikspool. Dahkur, Lonar, and Rakantha.

Civilization

To say the Bajorans are deeply spiritual fits the very definition of stating the obvious. Religion permeates every facet of Bajoran life, as it has since time immemorial. Bajoran religious belief centers around the Prophets, divine beings who provide the Bajorans with wisdom and spiritual guidance through the vedeks, or high priests. Many Bajorans believe that the enigmatic aliens who live in the Bajoran wormhole (see "Places of Interest," below) are the Prophets, although this notion is by no means universally accepted.

According to Bajoran religious belief, the Prophets also communicate through visions transmitted by mysterious objects known as Tears of the Prophets, or more commonly, the Orbs. The Orbs are hourglass-shaped artifacts of unknown origin that the Bajorans have discovered scattered throughout their solar system. They seem to function as energy vortices, and direct contact with them can have an unsettling effect on the central nervous system, producing hallucinations that the Bajorans understand as spiritual revelations. Cardassian occupation forces took eight of the nine Orbs with them when they left Bajor in 2369.

Two central ideas run through the Bajoran religious tradition. One is the strength and importance of the soul, or *pagh*. It is the repository of one's life energy, and if you lead a pure and upright life, the Prophets will

Illustration by Blake Beasley

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bless you and strengthen your *pagh*. Bajoran funeral rites also place much more emphasis on the soul of the deceased than on his physical remains. They pay almost no attention to the body, and yet the traditional Bajoran death chant has the priest and mourners recite sacred text for over two hours to usher the soul into the afterlife. The second tenet is that the Bajorans share an indivisible bond with their homeworld, as expressed in the ancient proverb, "The Land and the People are One." This belief has been stretched and altered a bit as the Bajorans began colonizing other worlds, but it remains more or less intact. On the one hand, it made the mass exile caused by the Cardassian occupation all the more traumatic for those who left, but for those who remained and formed the Resistance, it inspired them to fight all the more fiercely for their home. These beliefs also influence Bajoran attitudes toward resource exploitation; many Bajorans still live pastoral lives with technology that most Federation citizens would consider limited at best.

Before the Cardassian occupation, the rigid caste system known as *d'jarra* shaped Bajoran society. *D'jarra* seems to have originated in the feudal phase of Bajor's history, in which noble birth determined who had the right to rule, and one's occupation strictly determined one's place in society. Under this system, every Bajoran family was part of a *d'jarra*, or caste, based on the trade or occupation it had traditionally followed. If a family belonged to the peasant caste, every member of that family was destined to work the land; if it belonged to an artisan caste, everyone in it became a craftsman, and so on. During the Cardassian occupation, however, the *d'jarra* system broke down under the strain of the mass deportations that almost destroyed Bajoran culture, and those who remained chose to ignore traditional caste distinctions as they reorganized themselves to fight the invaders. After the occupation ended, the system was never re-imposed, although from time to time reactionary political and religious leaders suggested a return to it.

When the Cardassian Union occupied Bajor in 2339, the planet could best be described as a federation of regional nation-states. Each political entity selected its leaders by election (although only members of privileged castes could vote). Local vedeks, of course, could exert considerable influence over the electorate by the force of their moral authority. The Cardassians, of course, swept away or co-opted existing governmental institutions, in the latter case de-legitimizing them in the eyes of most Bajorans.

After the Cardassians departed, only the Vedek Assembly was left with any power to shape Bajor's future. The vedeks, led by Kai Opaka, understood that they could not (and should not) take the functions of civil government for themselves. Instead, they used their influence to assemble regional and faction leaders from all over Bajor for the purpose of forming a provisional government to oversee the planet's reconstruction. The Chamber of Ministers emerged from these deliberations as Bajor's new central legislative authority. Once every six years, the Chamber of Ministers elects a First Minister to preside over it. Factionalism runs deep in the provisional government, as ambitious leaders who see opportunity in the chaos that the Cardassians left behind jockey to see who will benefit the most as Bajoran civilization rebuilds itself.

For its part, the Vedek Assembly tries to remain aloof from politics, even as it tries to shore up the provisional government's legitimacy. In essence, it functions as a religious shadow government; it prefers to remain in the background, although their followers know that they can turn to it for guidance when the civil authorities seem paralyzed. The ambitious Kai Winn, who succeeded Kai Opaka in 2369, was an exception to this rule; when First Minister Kalem Apren died in 2371, she took control of the civil government as well as the Vedek Assembly and served out his term.

History

Bajorans can trace the history of their civilization back over the course of 30 milliennia, and by the fact of sheer longevity they have experienced almost everything that can happen to an advanced race, both good and bad. They have known periods of global peace and prosperity, periods of chaotic intramural warfare, and periods of just about everything in between. More recently, they have known both brutal occupation by a foreign power, the end of which left them with almost as many problems as their oppressors had inflicted, and spiritual exaltation from the possibility that they had discovered their gods in corporeal form.

The Bajorans developed space travel in the 16th century, using huge yet light craft powered by foil "sails" that caught Bajor-B'hava'el's solar wind. These craft proved surprisingly durable, and archeological evidence found on Cardassia in the 24th century showed that they were even able to make the journey across systems.

In 2328, the Cardassian Union, which had long coveted its uridium-rich neighbor, formally annexed Bajor. After a bloodless invasion (traditionally, the Bajorans maintained only token planetary defenses), Cardassian forces occupied the planet. Over the next four decades, the Cardassians depopulated the planet, sending most of the population into exile. The Bajorans who remained were impressed as laborers, stripping the planet's natural resources for the Cardassians' benefit. Many Bajorans, however, escaped the Cardassian net and fought the occupation guerrilla-style, using sabotage and sneak attacks to make life as miserable as possible for their tormentors. Eventually, it worked. The drain on military resources that they caused had some in the Cardassian Central Command making reference to "the Bajoran ulcer." Finally, Cardassian forces withdrew in 2369.

Left with the daunting task of rebuilding their society, the Bajoran provisional government turned to the Federation, which had also been the Cardassians' enemy at one time, for economic aid and diplomatic cooperation. The Federation took over a former Cardassian orbiting mining depot and converted it into a Starfleet deep space station, christened Deep Space 9.

The Bajoran provisional government assumed that a Federation presence in their solar system would act as a guarantee against any future foreign aggression, but the destinies of the two intertwined more quickly and closely than either side reckoned. Almost immediately after Starfleet occupied DS9, station Science Officer Jadzia Dax discovered the mouth of a wormhole in a part of the Bajor-B'hava'el system previously unexplored. Subsequent investigation led by DS9's commanding officer, Commander (later Captain) Benjamin Sisko discovered an advanced alien race living in the wormhole. On Bajor, the vedeks immediately declared that the aliens (whose identity has never been firmly established) must be the Prophets of their religion, and the wormhole the Celestial Temple in which they were said to live. By virtue of his discovery, the Bajorans acclaimed the reluctant Commander Sisko as the Emissary, a messianic figure foretold in their religious tradition, who would serve as a direct intermediary with the Prophets.

The discovery of the wormhole and the deep religious significance that they ascribed to it reinvigorated the Bajorans. They used it to send starships into Gamma Quadrant, even setting up the colony of New Bajor near the other end of the wormhole. Their elation did not last long, however. The Bajoran outpost (as well as the presence of Federation starships) drew the attention of the Dominion, the aggressive interstellar empire that controlled much of Gamma Quadrant. In 2371, the Dominion's Jemm'Hadar shock troops destroyed New Bajor as a prelude to invading Alpha Quadrant through the wormhole.

The demise of New Bajor dealt a severe blow to Bajoran morale, but worse was yet to come. In 2373 the Dominion and their new Cardassian allies captured DS9, formally inaugurating the Dominion War. Powerless to resist an attack without Starfleet's aid, the Bajoran provisional government, reluctantly acting on Captain Sisko's advice, made a separate peace with the Dominion.

Bajor applied for Federation membership in 2369, and its application was finally accepted in 2373. However, Captain Sisko, acting on strange visions he had experienced since visiting ancient ruins at B'hala, advised the provisional government to withdraw their application. The Federation Council was taken aback by this turnabout, but left their invitation open. They formally tabled all discussion of the matter until the conclusion of the Dominion War.

Places of Interest

The seat of the Bajoran Provisional Government is the city of Musilla in the province of the same name. The Chamber of Ministers meets in the Palace of the Akorem, which was built by a clan that ruled Musilla as royalty centuries ago. It is the largest royal palace to survive the Cardassian occupation. The Vedek Assemble meets nearby, in the stately Temple of the Prophets. All important government functions have been transferred to Musilla, including the Central Archives and the headquarters of the Bajoran Militia.

The orbiting station called Terok Nor by the Cardassians was renamed Deep Space 9 when Starfleet occupied at the end of the Cardassian occupation. Although Stafleet operated the facility from that point on, the Bajoran Provisional Government insisted that DS9 fall under its jurisdiction and that it would be subject to Bajoran law. DS9 also hosts various Bajoran festivals and ceremonies, including the annual Gratitude Festival, pending reconstruction of appropriate venues on Bajor. Captain Benjamin Sisko was DS9's first commanding officer, and he served in that capacity with considerable skill and courage through the Dominion War. Upon his disappearance at the end of the war in 2375, Colonel Kira Nerys of the Bajoran Militia succeeded him.

The Bajoran wormhole is the only completely stable wormhole known to exist, and it is so named because one end opens in the Bajor-B'hava'el system, within the charged plasma field known as the Denorios Belt. The wormhole links Alpha and Gamma Quadrants, and it was created by a mysterious race that lives inside it. The Bajoran religious establishment preaches that these aliens are, in fact, the Prophets of whom their faith speaks, and they reject all scientific explanations of the wormhole and the beings that reside in it. Nonetheless, those with a scientific bent continue to study it (although all civilian expeditions were cancelled during the Dominion War), and their best estimates set the size of the wormhole at 70-90,000 light years in length.

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BENZAR

PLANETARY PROFILE

PLANET NAME: BENZAR
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.3 G
CLIMATE: THICK ATMOSPHERE, 90% HYDROSPHERE, WARM CLIMATE
DEMOGRAPHICS: HUNDREDS OF MILLIONS OF NATIVES
CIVILIZATION: ISOLATIONIST OLIGARCHY, TL7-8
RESOURCES: MINERALS, INDUSTRIAL GOODS

An advanced world, with an unusual atmosphere and signs of planetwide ecological tampering, Benzar is the home of an interesting—and quite alien—species.

ERAS: In the 23rd century, Benzites might appear as a fellow spacefaring race (they have warp technology) or a starship may make first contact with the Benzites or Benzar. By the 24th century, Benzites maintain their own fleet and roam throughout Federation space. After some internal debate on both sides, the Benzites become Federation members, but not before holding several exchange officer programs and science consortiums to determine how the respective parties might benefit from such an allegiance.

LOCATION

Benzar is the fourth world of twelve orbiting a yellow-orange star. It technically lies within the Beta Quadrant, close to the Klingon border. Its proximity to Relva VII, a Federation planet with a significant Starfleet presence, has kept it out of Klingon hands during the Empire's more expansionistic phases. Benzar was officially logged as Securis IV during its initial survey by the *U.S.S. Yorktown* before contact was established with the Benzites.

CLIMATE

Although Class M, Benzar has a thicker atmosphere than most oxygen-bearing worlds, with an especially high concentration of gaseous ammonia. This atmosphere is also humid, and large parts of Benzar are under cloud cover and within fog for extended periods. Rainstorms are common, including monsoon seasons for significant parts of the year over most of the planet. The planet also has higher-than-standard gravity and air pressure, and characters will typically suffer a –1 to stamina tests when resisting fatigue. Benzites rely on the high humidity and unusual trace elements in Benzar's air, leading Benzites on other worlds to wear breather apparatus. Benzites without an atmosphere processor slowly asphyxiate and die—up until 2372, when advancements in their medical technology make such respirators obsolete.

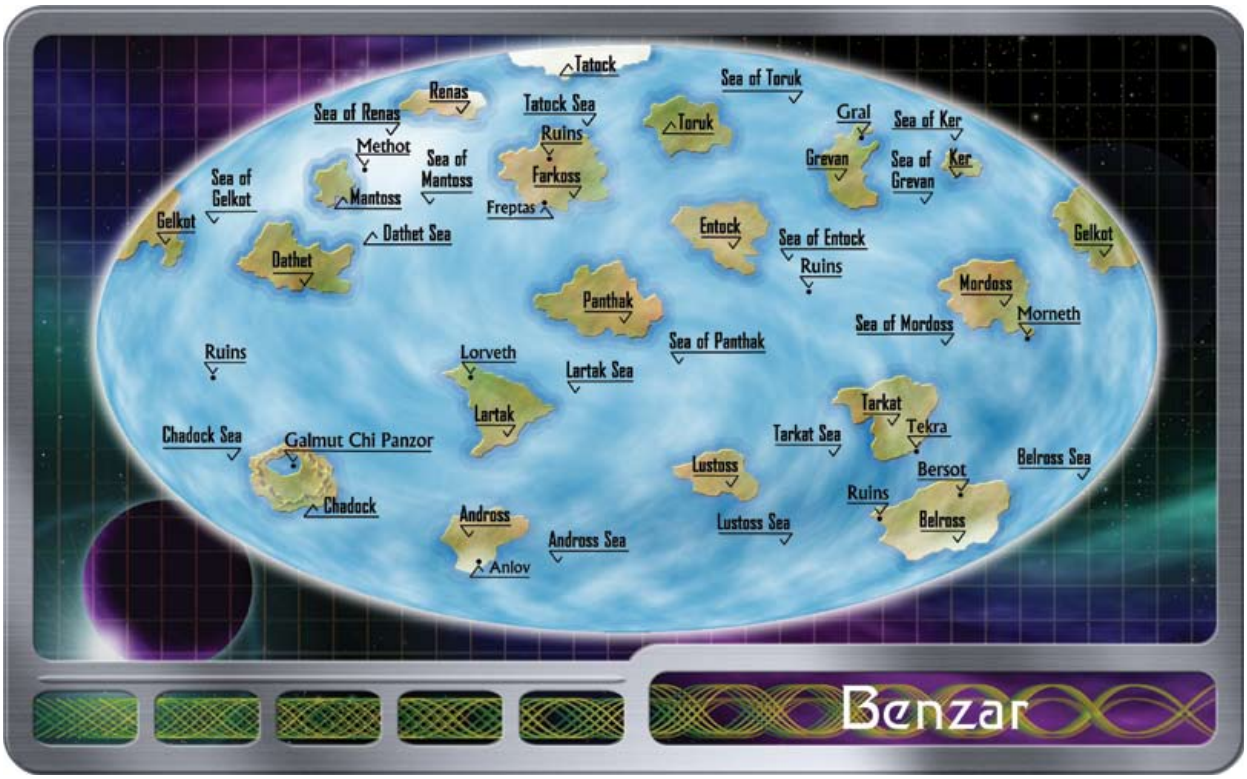
GEOGRAPHY

Benzar has eighteen small continents spread along its surface, including twelve in its northern hemisphere (though one of these is a polar continent and uninhabited) and the remaining six in the southern hemisphere. However, the oceans of Benzar cover nearly 80% of the planet's surface, so the continents resemble country-sized islands more than anything else. The oceans are officially divided into eighteen seas, which correspond with the continents and the sixteen major geostructures of the Benzite people. Their oceans, while possessed of significant mineral content matching the unusual elements of Benzite air, are fresh water. Visitors can purify the water of Benzite's oceans with little difficulty.

Contrary to rumor and popular belief, the Benzites are not truly amphibious, and cannot breathe water. However, they are very close to their seas, owing to their need for moist conditions and the scarcity of livable land space on Benzar's surface. This has led to significant undersea development by the Benzites. Of all the undersea cities of Benzar, the most exquisite and elaborate is Methot, a city in the sea of Mantoss, with a population of close to six and a half million Benzites of the Mantoss geostructure. It is rivaled only by the above-ground city of Bepsot, built along eighty miles of the Bepsot River on the continent of Belross, with over six million Benzites of the Belross geostructure living within it.

Perhaps most interesting to an outsider—though shunned by most Benzites—is the Chandock continent, deep in the southern hemisphere and considerably far away from any other continent. Like Tatock—the frozen continent and sea along Benzar's north pole—Chandock has no geostructure of Benzites. However, Chandock is certainly populated. Chandock possess one of the few mountain ranges on Benzar, with peaks close to four thousand meters above sea level, set as a ring surrounding the continent. Between the peaks is a high plateau with the largest non-ocean

Illustration by Kieran Yanner



lake on Benzar. Surrounding this lake and extending under its surface is a hodge-podge of shantytowns, industrial plants and mining operations. The lake is Galmut Chi Panzor—literally translating as "the lake of great regret."

Civilization

The Benzites are clearly a descendant species, engineered by some predecessor race that didn't survive on Benzar. While the nature and motive of the prior race remains unclear, the Benzites inherited the wealth of that race's knowledge—in the form of ready-made technology, tools, entire crystalline city-structures and specially-build genetic resequencing chambers. In a sense, the Benzites awakened to sapience with all of the tools necessary to jump-start an industrial society, and the genetically-imprinted desire to work toward perfection with those tools. While this led to massive warfare between various groups who all vied for supremacy, it also meant leaps and bounds in medical technology (from deconstructing the genetic resequencing chambers) and in engineering (from maintenance of the crystalline geostructures).

Where many races in the Galaxy form clans, the Benzites organize into geostructures. Each geostructure organizes around the principles of species, sea and land—the specific Benzite geostructure, the continent they come from and the sea that surrounds that continent are all seen as a single entity. When a Benzite says he is from the Wipvoss geostructure, he means that he, his people, his homeland and the waters that connect them are all Wipvoss equally.

The divisions into geostructure are more than social. Each Benzite in a geostructure looks identical to all the other Benzites in that geostructure. Offworlders have considerable trouble telling different Benzites apart, though Benzites have no difficulty with this at all. The differences between geostructures are mostly in the shape of a Benzite's head and nose slit.

Benzite spirituality centers on confidence. A Benzite truly believes that his geostructure is the finest geostructure on Benzar, and that Benzar is the ideal world of the galaxy. While other worlds may command greater political power, none compare to the brilliance of Benzar. Far from being hubris, this confidence is a responsibility to every Benzite. They cannot afford to fail—to do so would bring shame on themselves and their geostructure. When a decision must be made, a Benzite must examine all sides of that decision, thoroughly analyzing the problem, before announcing his decision as the only possible course of action. Consensus must be found by rigorously debating all possible options until the best one is identified. Even promotion in Benzite organizations works this way—when a position becomes available, all those Benzites who would be appropriate for that position meet, and between them decide who the appropriate recipient is. Should they fail to decide upon one, none of them receive the position.

Benzite technology grows out of their relationship with their land and their sea. This naturally has led to various underwater communities, pressure domes and other structures. Undersea shipping is a very robust industry on Benzar, with almost all watercraft consisting of submersibles. These design decisions have been reflected in their starships, which resemble the long, sleek submersibles of their world. A good percentage of their ships can actually make water landings on

Illustration by Blake Beasley

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worlds, and operate underwater. Conversely, the space exploration is of particular interest to the Mantoss, Jepkoss and Vilmoss geostructures, and Benzite ships typically hail from these domes.

Perhaps the most tragic element of Benzite society are the residents of Galmut Chi Panzor. Those who live on or under the lake of great regret are either outcasts or the descendents of outcasts from Benzite society. They are outcast for bringing great shame upon their geostructures—not for simple mistakes or incorrect judgment, but either showing terrible indecision at a time when confidence was needed most, or breaking the laws of Benzar. These outcasts provide a valuable surface, mining the tremendous resources of Chandock's mountains and plains, but are terribly uncomfortable in the high elevation and lower air pressure of Chandock's plateau. They are not mistreated—the geostructures provide them with all they need—but they are denied the sea and their own geostructure, and bear this humiliation with tragic despair.

The 24th century world government of Benzar meets in a satellite orbiting their world in a transpolar orbit. There, representatives from each geostructure gather and take up issues of concern to Benzar as a whole. They debate, analyze, find consensus on each issue and announce their decisions to Benzar with complete confidence.

History

The first inhabitants of Benzar were presumably a precursor species; the Benzites have many examples of amazing technology left behind to show that they were created or engineered by a species that either did not survive or did not stay on Benzar. With their species' signature diligence, the Benzites took up these tools—and made many of the mistakes common to young species. Warfare and industrial overgrowth both threatened Benzar in its infancy. Rival geostructures fought to prove their superiority to one another, while Benzite science and industrial projects often outstripped their capacity to assess long-term damage; fired to perform works of incredible engineering, the Benzites often engaged in technologies that they only later learned had severe consequences—ranging from biological toxins to excessive environmental damage. It wasn't until the 23rd century that the Benzites finally worked out a peaceable solution to their world's conflicts and reached an information age from which they could explore outward.

Benzar made first contact with the Federation early on, encountering the *U.S.S. Yorktown* in 2360. Thanks to their location near Federation space, the Benzites enjoyed a certain amount of security that allowed them to consider their options with regard to interstellar politics, and it wasn't until 2369 that they sought and achieved Federation membership. Even this process was fraught with debate. The Benzites felt a natural sense of smug superiority, both by their status as a "chosen people" (clearly, some higher race had engineered them, as evidenced by their Birthing Chambers) and due to their pursuit of perfection. The Federation felt wary about a society that had fully integrated genetic resequencing.

Of course, with their penchant for examining every aspect of a conundrum, the Benzites decided to "feel out" the Federation before making a commitment. In 2365 exchange officer Mendon served aboard the *U.S.S. Enterprise*-D; that stint was educational for both sides, as Mendon's ingrained training to seek out all aspects of a problem and solution endangered the ship when it was assaulted by a spaceborne microbe that degraded the hull. Mendon, conversely, came away with an appreciation for the Human approach to teamwork—with each individual contributing a part of the solution so that the team had a composite answer. Combined with the experiences of Mordock, a Benzite who petitioned to enter Starfleet academy in 2364 (and succeeded), these meetings gave the Benzites enough information to decide on a course of mutual allegiance with the Federation.

Ultimately both sides managed to settle these differences; the Federation considers Benzite genetic tinkering a cultural predilection, and protects that level of diversity. The Benzites, meanwhile, recognize the Federation as a collection of the best and brightest minds working collectively to achieve goals that no single species could accomplish individually.

Places of Interest

The most comfortable place on Benzar for most oxygen breathers is Galmut Chi Panzor, as its altitude lowers the air pressure somewhat, and its humidity is lower than the rest of the planet. Visitors can see the beautiful underwater dwellings, the environmentally conscious industrial development, or the mines.

Archeologists and scientists find Benzar fascinating because of the Forebearer ruins. While the most well-known of these are the Birthing Chambers (which, technically, aren't ruins), the Benzites typically remain close-mouthed about their species' patrons. Benzites still inhabit all of the geostructures left behind or built over the intervening years, but every once in a while a survey team comes back with some new device or a map of a site where Forebearer technology rests. The Federation officially does nothing to encourage this research out of deference to Benzite cultural beliefs, but also does not inhibit researchers who wish to travel to the planet. Getting the necessary permits to explore the Benzites' past, of course, means dealing with the planetary government, and is another matter entirely

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BERSALLIS III

PLANETARY PROFILE

PLANET NAME: BERSALLIS III
CLASS: H
MOONS OR RINGS: NONE
GRAVITY: 1.0 G
CLIMATE: THIN, NO GROUND WATER, VERY HOT
DEMOGRAPHICS: A FEW DOZEN RESEARCHERS AND/OR MINERS
CIVILIZATION: RESEARCH TEAM OR MINING GUILD
RESOURCES: ABUNDANT MINERALS

Bersallis III is a Class H world mostly noted for its rich crystalline and mineral deposits, and for its infamous seventh-year firestorms. Cyclical particle bombardment from Bersallis, a red dwarf star, causes a planetwide series of firestorms that makes both exploration and exploitation hazardous in the extreme.

ERAS: Bersallis III is actively studied in the 24th century. The *U.S.S. Republic* first surveyed the system in the 23rd century, but failed to note the rather unique nature of Bersallis III's climatology during the cursory job. During the Dominion War, Bersallis III is close enough to the Demilitarized Zone to be used by pirates or Maquis as a base. Once the war has been joined, inhabitants might use the thermal deflectors developed by the crew of the *Enterprise*-D to protect a base, using the firestorms as cover.

LOCATION

Bersallis III is in open space, about twenty-seven light years from the Demilitarized Zone and not far from the borders to Bajoran space. While significantly removed from the Badlands, it is thought that similar phenomena formed the Bersallis star system, which might explain the star's cyclical particle discharges.

CLIMATE

Despite the moderately thin atmosphere on Bersallis III, it is typically hot across the planet, with temperatures in Bersallis's equatorial regions exceeding even a Vulcan's ability to survive. Survey teams tend to stay several thousand kilometers to the north or south of the equator, where it is possible to live and work on Bersallis III with sufficient water. Prolonged outdoor exposure without appropriate hydration is dangerous, however—consider Bersallis III a hot planet to just about any normal visiting humanoid (see "Hazards of Climate" in the Introduction).

When the firestorms sweep over Bersallis III, survival becomes a far riskier affair. The "firestorm" is actually a wave of plasma preceded by a violent, fiery combustion of the atmosphere. A character caught without protection in a firestorm might survive for two seconds or less in the outer fire—perhaps just enough time to be beamed aboard a starship—and be vaporized instantly inside of the plasma storm beyond it. Even sealed structures are unlikely to survive the waves of plasma, and the high-energy particles make it impossible for a transporter to operate without pattern enhancers. The outer combustion waves frequently exceed 300° Centigrade, and the speed of the storm exceeds 200 KPH.

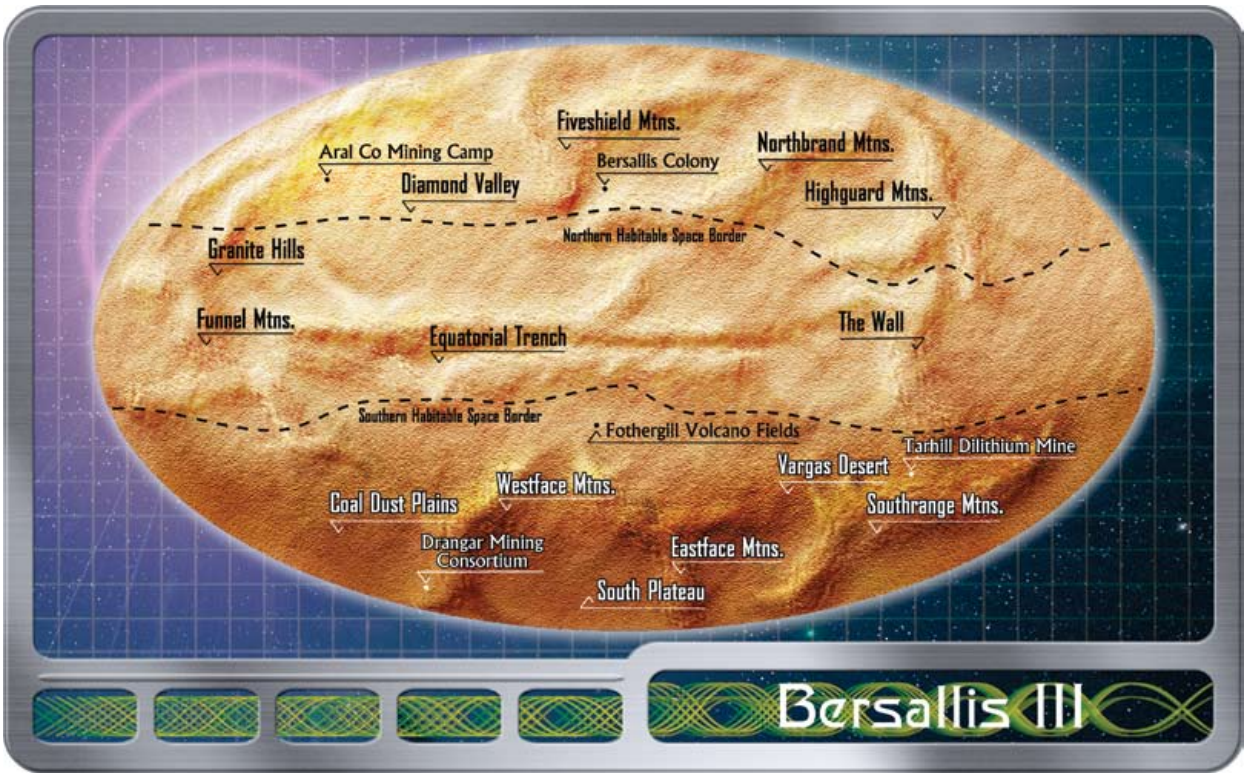
A highly specialized force field called a thermal deflector can protect structures and personnel from the combustion fringe of a firestorm. The thermal deflectors not only shunt heat and high energy particles away, but prevent the combustion of atmosphere inside their field, which in turn precludes the conditions necessary for the plasma storm to sweep through. These thermal deflectors must be adjusted constantly to keep the integrity of their field intact. A failure or gap in any part of the field allows the combustion fringe to sweep inside, combusting all atmosphere and destroying the thermal deflectors from within.

GEOGRAPHY

Bersallis III is a planet whose aging process is almost accelerated. The chaotic forces of the cyclical firestorms act similarly to normal atmospheric erosion, only much more quickly. Rough edges and mountains tend to be smoothed within a few decades.

The tremendous heat of the firestorms, along with the high energy particle bombardment, keeps the tectonic forces on Bersallis III running very high. Volcanic and earthquake activity are significant, with new volcanic mountains bursting forth and earthquake fissures opening up each year. This also means that the rich mineral deposits on Bersallis III are unusually close to the surface—mining operations would be extremely simple, if the firestorms were not a factor. Certainly, more than one project has been launched in the seven year lulls between firestorms, hoping to recover enough minerals to make the trip worth it before the firestorms wipe out all evidence of the dig.

Illustration by Kieran Yanner



Civilization

Bersallis III has no indigenous or transplanted life, save for outposts, mining concerns, and survey teams who swoop in during the lulls between storms.

History

Even to the first long-range probes that surveyed it, Bersallis III looked like a jewel. Possessed of a wealth of minerals and crystals that seemed readily accessible—including deuterium, tritanium, and even dilithium crystals—the planet was an irresistible find. The Cardassian Union, always on the lookout for precious resources, was the first to mount a survey mission in preparation for large-scale mining operations. This survey mission was also the first consumed by the Bersallis firestorms. Not having any way to predict these devastating storms, the Cardassians abandoned all plans to exploit Bersallis III.

After several science missions to study the red dwarf star Bersallis, Starfleet was able to map out both the cycle of the firestorms and several stellar precursor events prior to the particle flares. This led to the first of several Starfleet and Federation survey teams sent to Bersallis III during the gaps in the firestorm cycle, to study the effects of the storm and the unusual geophysical phenomena that accompanied it. Of course, they also sought a safe method to begin extracting the various mineral resources on Bersallis III.

These missions gained additional significance after the onset of hostilities between the Cardassian Union and the Federation. Bersallis III's proximity to the contested areas, plus the Cardassians' lack of interest in the system, merited Federation involvement in the system. A regular outpost was established, designed (so they hoped) to be abandoned when the cycle came due and mostly survive the firestorms intact.

Unfortunately, the storm cycle had some previously unsuspected variability. The outpost detected the precursor Bersallis stellar events several months ahead of schedule in the year 2369. The *U.S.S. Enterprise*-D responded to the outpost's distress call, but the early stages of the firestorms were beginning by the time they arrived. Implementing a series of thermal deflectors for the first time, the crew of the *Enterprise*-D erected a defense shield while the evacuation took place. The thermal deflectors were given to failure because of the extreme circumstances and needed to be adjusted, often by hand, and even the slightest mistake led to combustion flooding into one of the defensive positions. In the end, all 643 of the outpost colonists were successfully evacuated, but eight officers and crew of the *Enterprise*-D lost their lives.

Sadly, the outpost's structure did not survive the firestorms. However, the onset both of nearby Maquis activity and the Dominion War—and the drive for resources demanded by both—ensured the Federation would try again.

Places of Interest

During the gaps between firestorm cycles, there are few places of specific interest on the planet's surface. The storms wipe away both natural and artificial formations, only to have geophysical activity create new ones in the interim. During the actual firestorm, the entire surface of the planet is "interesting," to say the least.

Illustration by Blake Beasley

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BETAZED

PLANETARY PROFILE

PLANET NAME: BETAZED
CLASS: M
MOONS OR RINGS: 3 MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 78% HYDROSPHERE, TEMPERATE
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: MATRIARCHAL BUREAUCRACY, TL8
RESOURCES: CRYSTALS, ARTWORK, TIMBER, PHILOSOPHICAL TREATISES

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Home to the telepathic Betazoids, Betazed is near the center of Federation space and is a prominent member world. Although not a founding member of the Federation, Betazed occupies a strategically important location. In addition, it is well-favored for its combination of good climate and outgoing, friendly inhabitants.

Eras: The NX-class *Enterprise* narrowly misses contact with Betazed in the 22nd century; thanks to limited sensor technology and a varied mission profile, the ship manages to bypass the system by only a few light-years without ever realizing that a friendly culture exists there. Later, more comprehensive explorations ensure Federation contact with the Betazoids, who see the benefits to be gained in joining. By the 23rd and 24th centuries, Betazoids are a visible, though not particularly vocal, component of Federation affairs. In all of these eras, the planet is highly favored as a natural paradise and a place to relax away from concerns or cares, among an empathetic and open populace. The invasion of the Dominion late in the Dominion War changes this; Betazoid becomes somewhat more militaristic as a result, something from which it may not culturally recover.

Location

Betazed is the third planet in its system, a small collection that includes three gas giants and an uninhabitable rock. Located near the heart of the Federation and conveniently close to the Tagus/Kaelon trade route, Betazed has a fair share of tourism and trade. Because of its strategically important location, Betazed became the site of a Dominion invasion during the Dominion War—an event that would prove to have severe negative repercussions for the Dominion.

Climate

Visitors and natives alike describe Betazed's climate as "lush," "heady," "tropical," and even "paradisical." The Betazoids themselves, as natural empaths and telepaths, prefer to have their communities remain pleasantly happy with their surroundings. Fortunately the planet has a native clime that accommodates most humanoids, and the Betazoids have encouraged minor climate adjustments in some areas to make sure that the weather is often calm and pleasing.

Betazed also hosts a wide range of natural flora and fauna. Widely-habited areas tend to be well-kept, and a Betazoid city is a cross between architectural experimentation and park construction. The combination of Betazoid care for their surroundings and steady climate means that all manner of heavily-leafed plants and trees thrive across much of the planet. In areas away from habitation, undergrowth is often thick and wild, with a jungle-like appearance—vines, dense trees and ground cover.

Thanks to Betazed's strong ecological programs, the world still hosts a wide variety of native fauna that aren't found anywhere else in the Galaxy. These range from the elusive nightwind falcon, a type of raptor that can be domesticated through empathic training, to the mysterious whispering men, a sort of proto-humanoid similar to Earth's legendary sasquatch and named for the fact that they telepathically have a sort of quiet whisper that never quite reaches the level of language. Many Betazoid plants and animals have very specific tolerance requirements. On Betazed, where the ecology is strong and the planet not subjected to unusual heat or cold, such requirements are not harmful, but this does mean that efforts to export Betazoid creatures, whether for transplantation or for conservation programs, almost always fail.

Despite being a technically-advanced Federation world (in the 23rd and later centuries), Betazed eschews the use of invasive weather control technology. Combined with the influence of its three small moons, this means that Betazed's weather patterns can be somewhat unpredictable. While the planet's minor axial tilt leaves the seasons temperate and mild, mild typhoons remain an occasional danger. Betazed does, of course, employ a conscientious advance warning system as well as a well-trained hazard operations

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Illustration by Kieran Yanner

squad to deal with visitors or unfortunates caught in the midst of a nasty squall.

Geography

Looking like a large cloudless oceanic planet from space, Betazoid is a shockingly blue world. Still, even though its hydrosphere is slightly more prevalent than Earth's, the temperate (albeit occasionally stormy) weather means that more of the land masses are habitable. Betazoids therefore live on just about every part of the planet, and the continents are riddled with a disproportionate number of placid lakes.

Thanks to Betazed's five well-watered continents and many archipelagoes, the Betazoids developed quickly as a species. Lots of habitable room translated into fast population growth, which in turn led to rapid technological development. For much of their history, this combination of climate and geography kept Betazoid a peaceful planet.

Because Betazed is less geologically active than Earth, mountains are rarer and less severe on its continents. Only two of the continents have more than a single range of central mountains. Betazoids who see the more severe mountains of Earth and Andoria often have difficulty comprehending their sheer starkness at first. Indeed, the climate and geography of Betazed combine to give Betazoids a feeling of security. Used to temperate climes and forgiving geography, many Betazoids find other worlds stark or even hostile by contrast.

Civilization

Betazoids have a pseudo-religious, semi-matriarchal society. Ruling houses, descended from various legendary figures, make up a planetary council that speaks for all citizens; each house broadly encompasses the interests of millions of people, in rough geographic locations (and along certain familial lines). The system of representation can be complicated by the fact that Betazoids can petition along their matrilineal lines in order to be heard, in much the same way that a citizen might write a letter to a representative in a representative democracy. Each house claims its mandate from its legendary founder, an acolyte of the Betazed mythic hero Krystaros.

Fortunately for them, the Betazoid telepathy and empathy meant that warfare was a largely foreign concept for much of Betazed history. The earliest records of conflict in Betazoid history indicate a spiritual war with noncorporeal entities—described as demons in ancient religious texts. Most modern anthropologists assume that these entities were similar to the emotion-feeding creatures like the "Redjac" encountered by the *Constitution*-class *U.S.S. Enterprise*. Betazoids presumably evolved their telepathic abilities to combat such beings, and in the process created a society whereby honesty and compassion were paramount: Few Betazoids could bear to feel the pain or discomfort of fellow citizens, especially on a large scale.

Betazed wholeheartedly contributes to and partakes in Federation science and technology projects, and this shows. Their cities are built with large mushroom-shaped structures that rise up on thin spires, leaving more of the ground open for natural growth. Betazed contributes its telepathic expertise, psychological experience and philosophical developments to Federation civilization, and in return the Federation's strongly technical members help with advanced replication technology, engineering, and land reclamation. The result is that the average Betazoid has a very high and enjoyable standard of living, while the citizenry have little fear of discontent; an unhappy Betazoid is often quickly discovered and counseled by friends, neighbors, and family, all of whom want to re-establish the pleasant environs.

History

The combination of telepathic sensitivity and pleasant climes meant that Betazoids evolved peacefully and rapidly. While their world provided for all of their needs and they felt little need to explore beyond, the Betazoids did eventually develop space travel, although they lagged behind in that area compared to their advances in sociology and similar "soft" sciences.

Early Betazoids had a strongly religious outlook stemming from a combination of their telepathic sensitivity (giving them insight into communities and the well-being of their fellows) and their forgiving homeworld (which gave them a sense of placement—the feeling that the world was designed to suit them). The earliest legends told that the clergy formed around Krystaros and his followers, a group of legendary saviors who honed Betazoid telepathy in order to fight off incorporeal "demons." For millennia afterward the clergy also served as the heads of secular government. Armed with the combination of righteous responsibility and the artifacts of Krystaros, the priests defused potential conflicts, directed the growth of civilization,

Illustration by Kieran Yanner

and comforted their brethren with the knowledge that Betazoids held a cherished place in the scheme of life. Of course, this peaceful civility meant that Betazoids had little impulse to move beyond their homeworld. It wasn't until a religious schismatic named Dainara proposed the formation of a separate, secular government that Betazoid industries started to evolve beyond their religiously-ordained roles. Even the discovery of other worlds and of space travel wasn't enough to put the nail in the coffin of theocratic authorities.

Betazoid history took a turn with the discovery of nearby Terab IV. The Terabians at first seemed amicable humanoid neighbors, but later proved to be suspicious of the Betazoids' telepathy. The non-telepathic Terabians eventually took to scapegoating Betazoids and even interring them based solely on suspicion of the telepaths. Conflict erupted between the Betazoids and Terabians, until Betazoid diplomats succeeded in negotiating a peace. As a result the Betazoids embraced a Code of Sentience, developed by Dainara, to outline the limits of their dealings with non-telepathic species. Hand-in-hand with this Code, the Betazoids initiated the difficult process of migrating power out of the hands of the clergy (who made it difficult to negotiate with outsiders due to their extreme position of the Betazoids as "blessed" or "chosen" people) and into the hands of local, then global, secular authorities.

Shortly after the Terabian incident, the Betazoids encountered the Federation. While at first the Betazoids feared another dispute—with the realization that a great many other species weren't telepathic and, as a result, were predisposed to suspicion and dishonesty—the nascent Federation did have a positive outlook. Vulcans, while wildly different from Betazoids on an emotional level, could deal with other telepaths. Human optimism and compassion, combined with the drive and loyalty of other Federation species, won over the Betazoids, who finally dissolved the remaining religious requirements of their matriarchal world government and joined the Federation.

Betazed stayed a peaceful background member of the Federation up until the Dominion War in the late 24th century. While Betazoids served in Starfleet as counselors and occasionally in other positions, the overall proportion of Betazoids traveling offworld remained low. Unfortunately for them, the Dominion decided to conquer Betazed as a staging ground for attacks against the core worlds of the Federation, and as a sign of strength—the ability to penetrate deeply and take even important worlds. Betazoid's outdated and minimal planetary defenses were not enough to fight off the occupation, and millions died from the orbital bombardments and Jem'Hadar assaults. This tactic came back to haunt the Dominion, though. While the Betazoids were not violent by nature, their innate telepathy made it impossible for Founders to infiltrate or cause terror. The ability to sense incoming troops and read battle plans made it also nearly impossible for the Founders to blockade the system without exhaustive resources, and thus failed to keep Betazoids from being able to leave and supplement Federation resources elsewhere. Most tellingly, the fall of Betazed galvanized Captain Benjamin Sisko in a risky scheme to falsify evidence that eventually brought the Romulans into the Dominion War on the side of the Alpha and Beta Quadrant powers.

Illustration by Blake Beasley

Places of Interest

Betazed's capitol is Medara, an ancient holy city turned civic center. The center of the city still contains tremendous temples, academies, and monasteries. Government buildings surround this center in a hub-like fashion, and residences then spread outward along giant ring patterns. While Betazed government centers here, the city retains a powerful contingent of religious and mystic factions. As a result, the architecture also bears distinct differences from many other parts of Betazed. While modern cities have reclaimed natural areas and high-tech construction, the temples of Medara garner the occasional restoration project but almost never have a technological makeover. As a result, the center of Medara is a sort of mecca of stone buildings, cobbled roads, and wooden arches—all often containing soothing, meditative patterns or historical artwork and statuary—that offer a look back into the history of Betazoid civilization. As one travels outward from the hub, the technology involved improves, until reaching the residential rings, which are built with state-of-the-art designs.

Betazed's many islands often remind Human visitors of the Pacific Islands of Earth: Warm, tropical, mountainous, with wonderful jungles and beaches. Betazed may not be a deliberately formed vacation world like Risa, but it certainly places a close second.

Betazed's museums and historical displays contain everything from the early writings of Khrystaros to the sacred items of his followers, like the Sacred Chalice of Rixx. Some families still hold these artifacts in their own homes and lands, and while religious significance is not as great as it once was, these artifacts still have great cultural value. Mystics especially have a tendency to find these items intriguing. While there's little evidence that the Betazoids ever built psionic weapons like the early Vulcans, some of the ancient artifacts seem to resonate with an eeriness that suggests a purpose. Perhaps the difference lies in the fact that the Betazoid mystics battled against non-corporeal entities instead of using devices to augment psionic abilities against physical foes. For obvious reasons, many such artifacts remain under lock and key. Nevertheless, some Betazoid mystics claim that the items have the ability to perform miracles. Khrysaros' personal artifacts are believed scattered among the monasteries of several orders, but nobody is certain exactly where they lie.

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BOLARUS IX

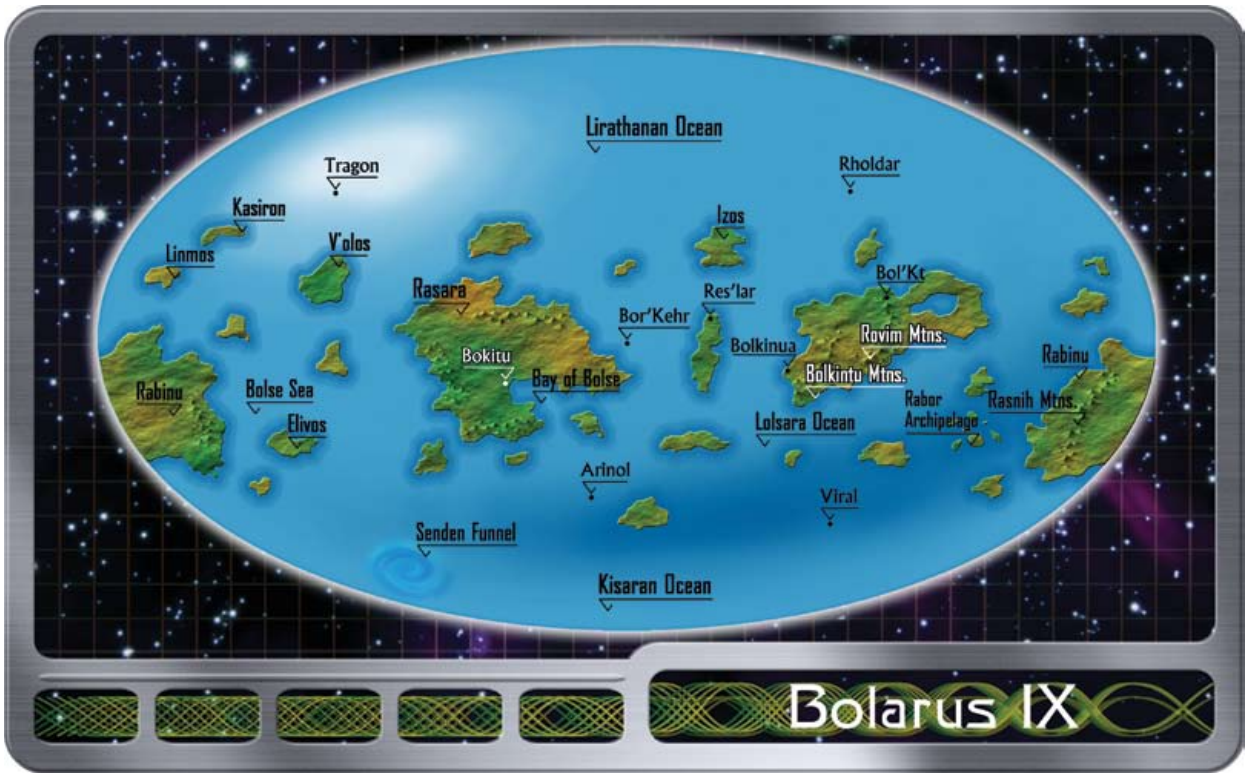
PLANETARY PROFILE

PLANET NAME: BOLARUS IX
CLASS: M
MOONS OR RINGS: 4 MOONS
GRAVITY: 1.1 G
CLIMATE: NITROGEN-OXYGEN-ARGON ATMOSPHERE, 86% HYDRO-SPHERE, WARM TEMPERATURE
DEMOGRAPHICS: BILLIONS OF NATIVES; MILLIONS OF RESIDENT FEDERATION SPECIES
CIVILIZATION: ELECTED QUASI-MERITOCRACY, LOW TL8
RESOURCES: SILICATES, ALLOYS, TONIC WATER, SKILLED SPECIALISTS

The homeworld of the Bolians—a prominent race among the Federation—is notable for its small landmasses, large oceans, and highly organized development. The natural inclination of the Bolians for teamwork and interdependence has made its mark on this world and in the Federation. As a source of both important alloys and the skilled specialists to make them, Bolarus IX enjoys a crucial spot as a resource-heavy Federation world.

Eras: Bolarus IX is embroiled in planetary war throughout the 22nd century. Explorers might be drawn into the perpetual conflict between the three nation-states. By the 23rd century, the Bolians, while still fighting one another, are well on their way to resolving their national differences and becoming a mature society. A ship and crew might become involved in the societal healing process—or be called upon to prevent Romulan interference with it. In the 24th century, Bolarus IX is a productive member of the Federation, with hundreds of Bolians serving in Starfleet and the natural team building the Bolians bring to any project benefiting the Federation as a whole. During the Dominion War, Bolarus IX is far from the front lines

Illustration by Kieran Yanner



of the battle, though Bolians remain extremely active both as combatants on Starfleet vessels and in collective efforts for relief work, research and development and planetary defense of those worlds closer to the front lines.

Location

Bolarus IX is the ninth planet of sixteen in the Bolaris system, orbiting a blue-white star in the Beta Quadrant. It is moderately close to the Romulan Neutral Zone, though not so close as to be considered a specific threat. This proximity did lead the Romulans and their allies to manipulate Bolarius IX in the 22nd and 23rd Centuries, keeping the world off-balance (and therefore out of the hands of the Federation, which would only allow a member which had a stable government to join). After unity was established and the Bolians joined the Federation, the Romulans left them alone, and Bolarus IX established itself as an enthusiastic Federation member world.

Climate

Bolarus IX is prone to "weather," as the natives put it. Hurricanes, typhoons and monsoons are yearly occurrences, as the relative lack of landmasses to act as breakwaters encourages storm fronts. Though the storm seasons are long, there are seasons of sunshine and good weather as well, and the Bolians are experts at using the calm to good advantage. Everything from the crack Bolian fishing and aquaculture fleets to the well organized and active planetary development projects work with cheerful efficiency when the weather is good, and prepare for the next break in the storms when it is not.

Thanks to the prevalence of undersea dome cities, Bolians must contend with certain aspects of weather that most other Federation worlds don't worry about—namely, tides and deep-sea currents. While Bolarus IX relies on weather prediction technology instead of weather control satellites, it does have advanced underwater monitoring stations to predict undersea tremors. Similarly, giant tidal engines generate power by harnessing the strong currents, and help to mitigate those same currents before they can threaten the underwater domes.

Geography

There are three major continents on Bolarus IX, as well as permanent, continent-sized polar ice caps and a series of islands just a little too small to be considered continents. The continents are relatively evenly distributed over the surface of Bolarus IX, but none of them are particularly large, and mountain ranges tend to be relatively rare and small when they do appear. Rabinu, Rasara, and Bol'ki (the three continents) are fairly evenly spaced about the equator. Smaller landmasses such as V'olos, Izos, and Kastron are spread across the ocean, but landmasses typically don't appear at the north or south extremes.

Bolian weather tends toward extremes. As a result, the lowlands often have stark terrain features. While mountains tend to be small (the continents and islands really are just the tips of tectonic activity), the strong hurricanes, typhoons, monsoons, and rainstorms all cut into the terrain, leaving behind sheer cliffs from erosion, waterfalls, jagged rock exposure, and flood plains as a result of changing river routes. Bolians take much of this in stride and their oldest cities sit

Illustration by Blake Beasley

upon heavy concentrations of bedrock, unlikely to be washed away in a flash flood. Many modern Bolian cities also take the form of underwater domes, insulated from the worst of the surface weather.

In the southern hemisphere, far away from the closest continent, a huge standing whirlpool and attendant storm has formed. This aquatic vortex—called the Senden Funnel—actually helps to regulate the storm seasons, as it doesn't move beyond the whirlpool's area and disrupts some storms which might otherwise circle the globe over and over, growing in strength. Many legends have sprung up over what is in the center of the Senden Funnel, both on the surface and at the bottom of the sea, but all sensor readings indicate the region is merely a standing storm, albeit of considerable size.

Bolarus IX's crust and mantle hold rich deposits of heavy metals. Thanks to efficient engineering and sluice tunnels that run under the oceans, the Bolians mine and work these metals in their underwater dome cities and ship out valuable alloys such as rodinium and polyduranium.

Civilization

While at the low end of the Federation's technology level, the Bolians make up for it with their industriousness and teamwork. Bolians naturally identify with the team they are in, and see their efforts as ultimately collaborative. Further, recognition of contributions fuels the soul of a Bolian, and so their cultural institutions provide ample opportunities for everyone to participate and for feedback over that participation.

The small land areas on Bolarus IX have encouraged this teamwork—there simply isn't ample opportunity for solitude or solitary work. This crowding isn't seen as a problem, though it has meant that their family units have adapted. It's not unusual for a given family to have multiple husbands and wives, and children of all the different pairings. This focus on group activity has also meant that solitary activities have suffered on Bolarus IX. Most notably, cooking is a nearly nonexistent art. Rather than spice their foods or spend a great deal of (solitary) time preparing it, Bolian chefs use partial food decay—which can be unattended—in lieu of spicing their food. Bolian cuisine is not typically eaten by offworlders; it's worth noting, though Bolian drinks and vegetable soups are. Of particular popularity is Bolian tomato soup and Bolian tonic water, generally served in the beautiful glass sculptures that serve as Bolian dishes.

The attunement the Bolians have to their teammates, partners and family means suffering is shared throughout their social groups. No Bolian wants to see a member of the team suffering, so caregiving is a tremendous cultural imperative. From the nurseries to the hospice facilities, Bolians are attended to. The Bolians call this the double-effect principle—any action that relieves the suffering of another is ethical—and cleave to it as strongly as a human doctor cleaves to the Hippocratic Oath. This has translated, for example, into a tradition of assisted suicide that dates back to their middle ages.

Bolian government is participatory almost to the point of absurdity. Even the simplest of decisions is decided in public forums, with the affected Bolians all pitching in to help out. Their ruling body—the Bolian World Council—is a combination of elected representation and a meritocracy. The top officials of the world council (which includes three representatives from each of the three major continental nations) must pass a rigorous spate of examinations, tests, and problems before they can undertake the quest for public office. As a result, the Bolians' civic leaders at the top end tend to be obdurate and self-assured, but also very knowledgeable and experienced.

History

The traditions of Bolian interdependence go back millennia. It almost seems incongruous that by the time they first became warp-capable, their world was engulfed in a world war that had spanned generations.

The seeds of war dated back to the Bolians' first explorations of their homeworld. Bolian legend, combined with archeology study, points to a diaspora of Bolians from one of the small, centralized islands to the larger continents. Each cluster of continents developed its own cultural institutions and methods. When travel and communication finally evolved to the point that they could contact one another, Rasara, Bol'ki, and Rabinua had come to independent decisions on how to rule themselves, how artistic and community projects should be organized, and how commerce would take place. These differences embarrased the Bolians—each community felt that its ways were rejected by the other nations. For the time being, the Bolians managed to cooperate among themselves, but this planted the seeds of nationalism and doubt.

By the time space ships had begun simple exploration of nearby worlds, the Bolians had already developed significant antigravity and metallurgical technologies. The Bolians quickly seeded outposts on many of their nearby sister planets, even though the presence of dense asteroid fields made navigation very hazardous. Thanks to their outposts, the Bolians were well-prepared when two rival species arrived on the scene—the Iren and the Uzor.

Ironically, contact with other species led to the Bolians' most tragic era. Different nations sided with different sides of the conflict—some Bolians with the Irem, some with the Uzor. Over the course of several years, the two alien cultures pulled the Bolians in different directions, leading to squabbling and even the occasional internal skirmish. Eventually both sides parleyed with the Bolians as allies, hoping to gain access to Bolian technology and resources. The Bolians were split down the middle—and the fighting started.

Bolarus IX became consumed in a strange sort of war. Many Bolians refused to participate in actions that would precipitate large-scale death. Strategies revolved around forcing an opponent to capitulate or retreat, instead of crushing enemy troops. Land warfare—the defining factor in most wars, as a way of taking and holding territory—was nearly nonexistent; Bolians couldn't bear to see groups under that level of strife. Instead, Bolian naval vessels would position to bar strategic access to resources, and force enemy fleets into positions where they knew they couldn't win and had to back down.

The Bolian war dragged on until the arrival of the Federation. Attracted by Bolian warp drive tests on Bolarus XIII, a Federation vessel made contact in 2252. At first hesitant to bring in a third party in the global conflicts, the Bolians quickly learned of the Federation's non-aggressive stance. Federation diplomacy proved a welcome relief from the war, and led to a welcome development: The UFP offered the Bolians a chance at membership, *if* they could form a working world government.

With the prospect of joining the UFP, the Bolians as a world once again had a single project toward which to apply the entire community's efforts. Iren and Uzor backed out of the picture; neither minor power wanted to risk a dust-up with the Federation. This combination of stick and carrot—the lure of joining the Federation, and the cessation of contact with hostile outside powers—finally helped to stabilize the world government. Bolarus IX finished its reunification and petitioned for Federation membership—which was declined.

The Federation felt that, despite their progress, the Bolians remained unstable. Factionalism had split entire generations; a world government would have to survive the coming of a new generation, the UFP felt, for the Bolians to prove their commitment to world peace. The Bolians weren't so sure, so they decided to prove themselves. A perfect opportunity presented itself in timely fashion: Uzor was suffering from disaster; their homeworld would be uninhabitable in less than a decade. Solar instability threatened to wipe out the entire Uzor system. The Bolians took it upon themselves to organize a massive relocation campaign. Over 80% of Uzor's population was successfully moved to a safe locale. In recognition of the tremendous planet-wide effort, the Federation accepted the Bolians as members of the UFP.

Places of Interest

Starbase 307 orbits Bolarus XIII; this starbase features phenomenal repair and upgrade capacities, all made possible by the tremendous Bolian work ethic. During the Dominion War, when shipbuilding capacity was at an all-time high, Starbase 307 served as a primary repair and resupply point, capable of restoring critical capital ships in a hurry. All repair and refit operations take three-quarters normal time at Starbase 307.

Bolsetu, a former national capitol on the Rasara continent, boasts the famous Bolian Interstellar Research Institute (responsible for determining that the star Uzor was in immediate distress) and the Bolian Academy of Applied Sciences (a top science academy specializing in gravitics and material engineering). Starfleet cadets and top-rank scientists and engineers all spend round-the-clock hours at these facilities. Of course, thanks to the Bolian work ethic, only the most rigorous and disciplined candidates succeed.

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BORETH

PLANETARY PROFILE
PLANET NAME: BORETH
CLASS: M
MOONS OR RINGS: 3 MOONS
GRAVITY: 1.4 G
CLIMATE: THIN ATMOSPHERE, 20% HYDROSPHERE, COOL TEMPERATURE
DEMOGRAPHICS: HUNDREDS OF PRIESTS AND PILGRIMS
CIVILIZATION: CONSERVATIVE AND HONORABLE THEOCRACY, TL8
RESOURCES: CUSTOM WEAPONRY, BAAKONITE STEEL

A harsh, unforgiving world, Boreth holds a position of unmatched spiritual and religious importance in the Klingon Empire. While other worlds might have seen greater battles or held events of greater honor, Boreth is the world where Kahless the Unforgettable promised that one day, he would return.

Eras: During the highly savage 22nd century, any offworlder or Starfleet vessel found anywhere near the sacred monastery on Boreth would be destroyed without warning. A mission to Boreth would be extremely dangerous. By the 23rd century, having established an Empire of governors and military rule, the Klingons turn to Boreth for spiritual guidance and education. With galactic war on many fronts in the offing, many Klingon warriors journey to Boreth to receive visions and guidance before battle. In the 24th century, as the Empire moved towards spiritual crisis and corruption, Boreth becomes preeminent in the hopes of traditional Klingons. The announcement of the return of Kahless focuses tremendous attention on Boreth—the subsequent revelation of the duplicity of Boreth's clerics focuses another, less positive kind of attention on Boreth, which becomes the centerpoint of the Empire's spiritual schism. As Gowron, under unwitting Dominion influence, returns the Empire to patterns of conquest and the Alpha Quadrant becomes embroiled in the Dominion War, Boreth once again becomes a popular place of pilgrimage, as Klingon warriors seek spiritual guidance before heading for battle.

Location

When Kahless the Unforgettable left his people, he did not abandon them. "I shall return to you one day," he said to his followers. "When I am most needed, and when the Klingon Empire's greatest task and glory lies before it." When his followers asked how they will know him, he pointed to a star in the sky. "Seek me there," he said, "for there shall I return."

Boreth is the third planet of seven in orbit around an orange star, eighteen light years from Qo'noS, the Klingon homeworld. This was the star that legends claim Kahless pointed to, when telling his followers where he would return. When the technology allowed the Klingons to travel through space, they went to Boreth's star, and found the only Class M world in a system of gas giants. There, they established the monastery of Boreth, and there still can followers of Kahless be found, meditating upon fire.

Climate

Boreth is a somewhat harsh world, given to weather that changes quickly. In summer months, near the monastery, a thunderstorm can break with less than five minutes of warning, though on other days the sheer beauty of the stark night sky can inspire a warrior's oath. Windstorms are not unknown throughout the year, and the winters can be harsh and cold. Each of these weather patterns are seen as a different kind of test for pilgrims, acolytes and clerics alike, and different visions are sought at different times of the Boreth year.

Geography

Boreth is a rocky, mountainous world, with harsh plains and little vegetation or water on the northern continent. It is Class M, mostly thanks to rainforests on its uninhabited southern continent, but the hard stone mountains and caves in the north appealed to the original pilgrims who traveled to Boreth seeking Kahless—and themselves.

While the monastery is the beginning and end of Boreth's civilization, the monks and clerics, pilgrims and penitents who live there do work the land. Warriors born, on a part of the world with few animals to hunt, the Klingons of Boreth mine the high grades of *baakonite* metal and iron found in the mountains surrounding the monastery. These metals are refined into a high grade of *baakonite* steel, which is then forged in the ancient methods of the clerics into *bat'leths*—the Klingon swords of honor. Kahless himself forged the first *bat'leth*—it is said from a lock of his own hair—

Illustration by Kieran Yanner

and *bat'leth* combat is a part of the martial tradition both of Klingon warriors and Klingon religion.

In the same way, Boreth provides spars of *baakonite* steel which are laid into the keels of Klingon starships. These are symbolic far more than functional—a piece of Boreth carried into combat as a warrior carries his weapons.

Besides the combat plains and the ancient forges, the most spiritual place on Boreth is the Mount. In the evenings, after training for battle and assisting the priest-smiths in the forging of *baakonite* steel, the penitents and pilgrims walk the steep path up the mountain, to a clearing at the mouth of the caves. They gather in a circle around a firepit, exposed to the winds, and light the sacred bonfires to meditate. It is said that visions can be found in the flames and in the caves surrounding them. Skeptics believe the visions come from fasting, hard labor and fumes in the forge, and the thin mountain air. They do not, however, say it where Klingon warriors can hear.

Civilization

The monastery is, perhaps paradoxically, one of the quietest, most solemn places where Klingon warriors meet, train, and die. The clerics of Kahless are among the most honored Klingons—each born warriors who, regardless of their family, have both proven themselves in battle and dedicated themselves to the greater glory of the Empire as a whole. As Kahless will one day return to the Klingon people, the clerics must prepare the Klingons for his return. They dedicate themselves to this task, eschewing personal belongings (other than their weapons, of course), property, or the politics and prestige of their house.

Obviously, the weaponsmithing done at Boreth takes a great amount of time and effort on the part of the clerics. While Boreth is not the only planet where *bat'leths* are forged, there is great honor and faith in carrying a blade forged by the followers of Kahless. *Bat'leth* means "sword of honor," after all, and the greatest honor is reserved for Kahless. Some weapons forged on Boreth become priceless heirlooms. The House of Mogh, for example, has a *bat'leth* forged by the clerics of Boreth and carried for more than ten generations. (The exact disposition of this weapon after the House's discommodation and the seizure of its possessions by the High Council remains a mystery.)

There are secrets to be found on Boreth, of course. For many years, the deepest secrets were found in the secret chambers where penitents and pilgrims could not travel—there, the clerics learned the arts of genetic engineering and mnemonic imprinting, as part of an organized effort to clone Kahless. It was their belief that Kahless's return would reunite an increasingly divided Klingon Empire. Some followers of Kahless would later accuse the clerics of losing faith in Kahless's return, while others claim that the cloned Kahless was himself a fulfillment of Kahless's promise.

History

As Qo'noS first reached for the stars in warp capable starcraft, one of the earliest worlds they reached for was Boreth, where Kahless would one day return. For hundreds of years, the monastery has grown, its traditions and beliefs developing. For centuries, Boreth held a central place of importance in the spiritual life of the Empire.

Illustration by Blake Beasley

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As the Empire began to fragment under corruption, and spiritual matters faded from importance, the clerics of the monastery knew they were the only hope for the Empire, and the honor of Kahless. But, after nearly fifteen hundred years, there were many Klingon warriors who simply no longer believed in the old stories and legends, and proselytizing would never sway them. They needed a new vessel for those stories. With the DNA still clinging to some of the relics of Kahless—including weapons that had stabbed him without ever being cleaned—and cloning techniques learned both by Klingon scientists and taken from the scientists of other worlds and cultures, the clerics resolved to see Kahless return… on *their* timetable.

Kahless appeared to the pilgrims on Boreth in 2269. Among those pilgrims was Worf, son of Mogh, who had come to the monastery to find the beginnings of faith. In witnessing Kahless's legendary return, Worf found that faith. He arranged for Kahless and the clerics to be carried by the *U.S.S. Enterprise*-D, to rendezvous with Chancellor Gowron's ship. Gowron, Worf and the crew of the *Enterprise* penetrated the truth of Kahless's creation, but recognized his ability to bring the Empire together in their time of need. Gowron agreed to install Kahless as the figurehead Emperor of the Klingon Empire, though the Klingon High Council retained power. The clerics returned to Boreth, which had a new influx of pilgrims and the faithful. However, some stain from their deception remained, and many Klingons found their faith tested as a result—not the least of which, Worf himself.

Places of Interest

The Crew may find many interesting places on Boreth: the fields of battle, where *bat'leth* and other combat techniques are taught, the ancient forges, the *baakonite* mines and the firepits are just some of them. Klingons who are being pursued by different authorites might end up on Boreth, hiding among penitents who would happily fight and die to keep them from being extradited. Characters may need to collect some of the swords of honor for transport. And any Klingon character who either seeks guidance, a vision or a blessing before battle might well travel to Boreth and study or meditate upon fire.

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Illustration by Kieran Yanner

BREEN

PLANETARY PROFILE

PLANET NAME: BREEN
CLASS: K
MOONS OR RINGS: NONE
GRAVITY: 0.9 G
CLIMATE: STANDARD ATMOSPHERE, 50% HYDROSPHERE (LIQUID METHANE), EXTREMELY COLD
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: AGGRESSIVE AND EXPANSIVE, TL 8, MILITARY DICTATORSHIP
RESOURCES: METHANE AND OTHER HYDROCARBONS

Breen is the homeworld of the enigmatic and dangerous race of the same name. It is a world intensely hostile to life forms used to Class M environments, cold enough to support oceans of liquid methane. Conversely, the Breen physiology is so uniquely adapted to their native environment that they cannot survive on Class M worlds without sophisticated pressure suits.

Eras: The Breen, ever an enigmatic race, have already mastered space travel by the 22nd century—indeed, it's possible that they developed warp travel before the Federation. Thanks to their own insular nature, though, their technological development remains sluggish. The Breen remain on their homeworld with very few colonies. By the 23rd century, the Breen are rumored in Federation space, but contact remains fleeting. The Breen actually have a conflict with the Romulans, and manage to emulate or steal cloaking technology, while the Romulans never manage to decisively reach the Breen homeworld. It's not until the 24th century and the Dominion War—with the Breen emergence on the Dominion side—that

other Alpha and Beta quadrant powers take notice of this race and find the Breen homeworld in Sector 97.

Location

The Breen homeworld is the seventh planet of the Beta Epsilon-Venturi binary system, which is located near the border of Alpha and Beta Quadrants, in between Ferenigar and the Romulan Empire.

Climate

Breen is remote from both of the stars in its system, and it is unspeakably frigid. Temperatures never exceed –70 degrees C, and liquid hydrocarbons frequently fall from the sky as rain. It is absolutely impossible that any life form accustomed to Class M worlds could survive here without advanced life support.

Geography

Breen has no hydrosphere as such, but it does have oceans of liquid methane that cover about half of the planet's surface. Breen's landmass is concentrated into two large rocky continents.

Civilization

Although the Federation has known of the Breen since 2275, they remain an enigma. Their political aims, their ways of thinking, even their anatomy remain more or less opaque. Only the Cardassians, the Romulans and the Founders have maintained anything like normalized diplomatic relations with them, and even so they all feel that the Breen prefer to keep them at arms' length. Be that as it may, some general assertions about them and their civilization may be made with reasonable certainty.

The Breen act ruthlessly in their self-interest and care little for other races. They keep their motives secret and never tip their hand as to what they will do next. Their decision to ally with the Dominion late in the Dominion War serves as a perfect example of this, in that it took everyone in the Alliance by surprise, and the Breen never bothered to justify or explain their action afterward. The Romulans have their own summary judgement: "Never turn your back on a Breen."

The exact nature of the Breen government remains somewhat enigmatic, as well. Diplomatic observers on Breen report that they always deal with an ever changing cast of low-level functionaries who are reluctant to reveal their identities. As far as anyone can tell, Breen military officials make all high-level decisions, and indeed, it appears that they have no civilian government at all.

No Federation scientists have ever made a detailed study of Breen anatomy, but it is known that they have no blood and no circulatory system as such; instead they seem to absorb nutrients through a combination of eating and osmotic action. In order to function on Class M planets, they must wear heavy pressurized suits filled with refrigerated air treated to reflect the composition of their native atmosphere.

Breen are also resistant to telepathic intrusion. They possess resistance to psionic activities similar to the Ferengi, which has led to speculation that their brains are multi-lobed.

History

The Federation made first contact with the Breen in 2275 when the *Eagle*, the famous Andorian-crewed Starfleet vessel, encountered one of their ships while on routine

Illustration by Blake Beasley

patrol. This initial encounter went smoothly enough, so that Captain Igrilan Kor reported that the Breen were peaceful, if somewhat withdrawn. His superiors at Starfleet noted an unusual tone of uncertainty in his report, however, and subsequently neither the Federation nor the Breen made diplomatic overtures to each other.

Over the next century, contact between the Breen and the Federation was fitful and unofficial. Small groups of Breen operated in both Alpha and Beta Quadrants as mercenaries, pirates and freebooters of various stripes. Their cloaking technology and sophisticated weapons made them valuable as hired help and fearsome as brigands. Breen pirates devastated the Bajoran colony of Free Haven in 2372. Contact with individual Breen mixing and mingling in Federation space, while rare, was not unknown. In 2370, a Breen pilot participated in the palio on the Deep Space 3 station.

The Breen also carried out small-scale acts of aggression against races both great and small, calculating that carefully executed pinprick attacks would grant them some tactical benefits without provoking full-scale war. Their seizure of the Cardassian ship *Ravinok* in 2366, in which the Breen dragooned the crew into working the dilithium mines on Dozaria, was such an incident. Unwilling to open another front while at war with the Federation and distracted by continuing resistance on Bajor, the Cardassian Central Command registered a diplomatic protest with the Breen, then let the matter go when the Breen ignored it.

In other words, the Breen deliberately limited their contact with the other major races, but their isolationism seemed to make them more dangerous, not less. Their unwillingness to ally with anyone placed them beyond persuasion, and meant that they could unleash their considerable military power at any time, for any reason. This anxiety was borne out (from the Federation point of view, anyway) in 2375 when the Breen suddenly allied themselves with the Dominion in their war against the Alliance. That same year, the Breen proved their worth by launching an audacious strike against the heart of the Federation, destroying much of the Terran city of San Francisco and severely damaging Starfleet Headquarters.

After the Alliance turned the tables on the Dominion and forced them to sue for peace, the Breen simply retreated into inscrutable isolation. They did not send a representative to negotiate the terms of surrender, nor did they give any official explanation for why they had joined forces with the Dominion in the first place. Federation political analysts speculate that they simply felt that they could gain some tactical diplomatic advantage by allying with the Dominion, and when it didn't work out, they shrugged it off as a matter of no importance. Under pressure from the Cardassians, the Alliance successfully pressed for war reparations from the Breen, although they settled for rather less than the Cardassians had wanted. The payments are handled quietly, through the Cardassian representative on Breen.

Places of Interest

The Breen do not reveal the name of their capital city to outsiders. Foreigners are confined to the Diplomatic Quarter, the euphemistic name for a large biodome with an environment calibrated to reproduce that of a typical Class M world. All contact between Breen and foreigners takes place here, with the Breen donning their distinctive refrigerated pressure suits before they enter. It is difficult to see through the dome walls, since they are often splattered with liquid methane rain, and the walls are made of semi-opaque material, at any rate. Needless to say, a diplomatic posting to Breen is not a plum assignment.

Although the Breen homeworld remains largely an enigma, it's known that they have extensive shipyard facilities in orbit, as well as cities of their own design in a multitude of areas. The Federation didn't have the assets to fight the Breen directly during the Dominion War, because of the attention on the wormhole and Deep Space 9, but in any extended conflict, the Breen shipyards would be a likely target.

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Illustration by Kieran Yanner

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PLANETARY PROFILE

PLANET NAME: CAMUS II
CLASS: M
MOONS OR RINGS: TWO MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 65% HYDROSPHERE, COOL TEMPERATURES
DEMOGRAPHICS: NO INTELLIGENT LIFE FORMS, ONLY RUINS OF AN ADVANCED CIVILIZATION
CIVILIZATION: AGGRESSIVE AND INSULAR, TL 8 AT ITS HEIGHT, FORM OF GOVERNMENT UNKNOWN
RESOURCES: NONE DISCOVERED

91-75

Camus II was once home to an advanced humanoid race called the Yiterans. The pinnacle of their technological achievement was a device that exchanged energy between two individuals, so that they effectively swapped bodies. Unfortunately, this power of identity-shifting deception led to a calamitous war that destroyed their civilization. The Yiterans remained lost to history until a Federation archaeological expedition discovered their ruins and their still-functional life energy transfer device in 2269.

The Federation first explored Camus II in the 23rd century, and investigation of the planet's lost civilization continued in the 24th. The Yiterian civilization existed before the advent of Human warp drive.

Location

Camus II is the second planet in the Alpha Camus system, which is located in the Alpha Quadrant.

Climate

Camus II's climate falls toward the colder end of Class M norms. Archaeological evidence indicates that the planet was once warmer than it is in the 23rd century. The prevailing theory holds that the war that destroyed Yiteran civilization created an ecological disaster that dramatically altered the planet's climate.

Geography

Camus II's landmass is divided into four continents of similar size, one in each quadrant of the planet. All four are dotted with the remains of ruined cities, many of them large enough to have housed hundreds of thousands of inhabitants at their peak. Hill 27C2, the site of the life energy transfer device, is located in the northwestern corner of the southeastern continent.

Civilization

Archaeological evidence suggests that Camus II's long-extinct advanced race called themselves Yiterans, and that they were humanoids that averaged 2 meters in height and varied widely in appearance. They seem to have divided themselves into four great nations at the peak of their civilization, one on each major continent. At one point, engineers in the southeastern continent developed a device that allowed two individuals to trade what they called "life energy." In effect, the two swapped psychological identities through it.

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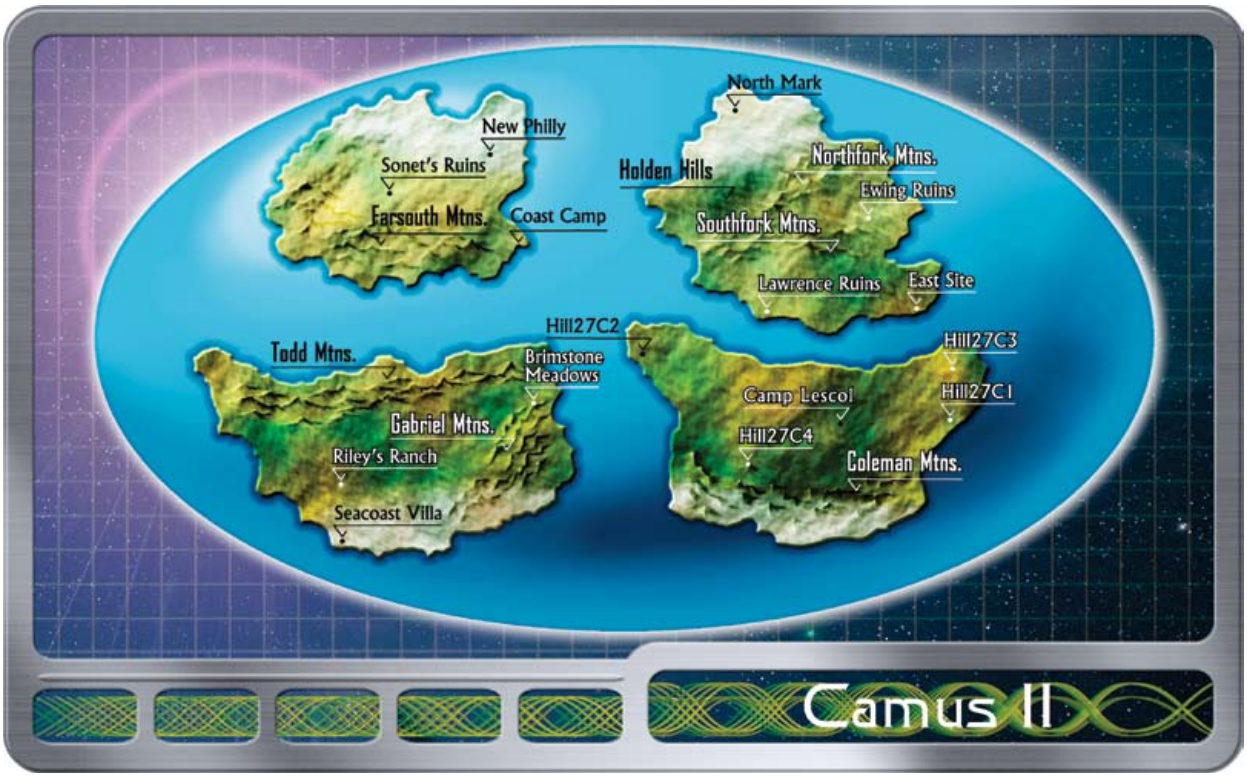
Illustrations by Kieran Yanner



The leaders of the southeastern continent (called Southeasterners by Federation archaeologists for want of a better term) seem to have seized upon the life energy transfer device as a way of destroying their geopolitical rivals so they could exercise power over the entire planet. According to the fragmentary records that remain, they invited leaders of the other nations to gather under the guise of a peace conference, then lured some of them out to view the device. The Southeasterners swapped these foreign leaders' identities with their own agents and sent them to the conference, where they promptly provoked antipathy between all of the Southeasterners' rivals. The result was a four-sided world war, during which the Southeasterners hoped to hold back, then roll over their weakened rivals. Unfortunately for them, the war spiraled out of hand and global catastrophe ensued.

History

The 2269 archaeological expedition led by Doctors Janice Lester and Arthur Coleman marked the Federation's first substantial attempt to explore Camus II. The Lester/Coleman team discovered the remains of the Yiteran's civilization—in particular, their unique life energy transfer device. The expedition came to grief when Doctor Lester ordered most of her team into an area improperly shielded from celebium radiation. Everyone except the two leaders died of radiation sickness before help could arrive. Allegations later surfaced that Doctor Lester deliberately exposed her team to the radiation to cover up the existence of the life energy transfer device and lure the *Constitution*-class *Enterprise* to come to their aid. These allegations were never proven, and she never had to face them in a court of law, being judged psychologically incompetent to stand trial after her return to Earth. However, it is a matter of record that she had a longstanding grudge against *Enterprise* captain James Kirk, and that she used the Yiteran device to disguise herself as him in an attempt to commandeer the ship.

The Federation did not attempt to revisit Camus II for nearly a century thereafter. In 2367, the *Enterprise*-D was ordered to survey the planet, only to be called away by a distress signal before it arrived. Since then the Federation has mounted several more expeditions to Camus II, most notably in 2380 by Terran archaeologist Professor Steven Wada of the Extraterrestrial Institute of the University of Chicago. Professor Wada's team discovered fragmentary historical chronicles and artifacts that still form the basis of what is known about Yiteran civilization.

Federation scientists remain stumped by the Yiteran's life energy transfer technology. No one has been able to analyze the nuts and bolts of how it works, and all attempts at replicating it have produced fatal instabilities in both subjects (fortunately, these copies have never been tested using sentient beings—at least, not by the Federation). Needless to say, the Federation keeps a close eye on any and all experiments involving what is known about Yiteran technology, knowing all too well how its ability to conceal someone's identity might be used for espionage or criminal purposes. It also requires that any Starfleet vessel on patrol in Camus II's sector visit the planet and send a landing party to investigate whether any unauthorized visits have been made.

Illustrations by Blake Beasley

Places of Interest

The Lester/Coleman expedition gave the place where they first discovered the Yiteran life energy transfer device the prosaic name of Hill 27C2, and no one has ever bothered to change it. However, the next expedition to visit the site, acting on orders from Starfleet, surrounded the hill with hidden sensors to record the comings and goings of anyone who came to take a look at the device. Starfleet monitors these sensors on a regular basis in case any unauthorized parties try to gain access to this powerful technology.

Even though the life energy transfer device is both powerful and dangerous, the Federation could never quite make up its mind to destroy it. It still functions, and in theory anyone who isn't afraid of getting into trouble with Starfleet can try to use it. Activating it is relatively simple, since pictographic instructions engraved onto the device still exist. It requires a successful System Operations test (TN 15) to figure out how to switch it on and make it work.

The device's effects, however, are not indefinite. The exchange of identities lasts for a minimum of 8 hours. If both parties wish to resume their real identities at the end of that time, they automatically do so. If one party wishes to end the exchange but the other doesn't, they must make an opposed Willpower test against each other, with the winner determining what happens. If the exchange continues, they must make opposed Willpower tests against each other every 10 minutes until the exchange ends, whether by mutual consent or one party overwhelming the other through the opposed Willpower test. If both parties wish the exchange to continue beyond the initial 8 hours, they must each make a Willpower test (TN 10). If one party fails, the exchange ends.

Starfleet proposed a special mission to examine the device using psionic volunteers, but the low priority of this "unorthodox research" meant that the mission was scrapped with the advent of the Dominion War.

CAPELLA IV

PLANETARY PROFILE

PLANET NAME: CAPELLA IV (KOHATH TO THE NATIVES)
CLASS: M
MOONS OR RINGS: 1 SMALL MOON (YURU)
GRAVITY: 1.25 G
CLIMATE: STANDARD ATMOSPHERE, 30% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: 300 MILLION CAPELLANS; MISCELLANEOUS FEDERATION ADVISERS
CIVILIZATION: VIOLENT AND STOIC, TL 2, TRIBAL CONFEDERATIONS
RESOURCES: VARIED MINERALS (ESPECIALLY TOPALINE)

A world of brutal extremes both in climate and inhabitants, Capella IV—or Kohath—is a testament to how much a civilization can change when Federation ideals take hold.

Eras: During the 23rd century, the Federation and the Klingons compete for leverage and power here, setting off tribal conflicts. Once the Klingons make peace with the Federation, Capella IV becomes less rambunctious. By the 24th century, there are even Capellans in Starfleet.

Location

A mere 42 light-years from Earth, Capella is actually a close pair of Type G III yellow giants (Capella A and B) orbiting each other at only 0.73 AU. In addition to its 11 planets, Capella has two more companion stars, both small red dwarves (Capella C and D) orbiting at extreme distances (11,000 AU). Capella is in the Alpha Quadrant; the Klingon missions here were among the closest approaches Klingon forces ever made to the Federation core worlds.

Illustrations by Kieran Yanner

Climate

Orbiting two yellow giants, Capella IV receives a lot of solar radiation, which raises the temperature even in the relatively mild northern hill country. Capella IV's seas have a chronic red algal bloom that also contributes to high planetary heat, since the tiny plants prevent truly efficient water circulation on the world. This also leads to Capella IV's generally dry, arid climate—even coastal lowlands will often be nothing more than scrub beaches rather than jungles or estuarial forests.

Geography

Capella IV has three major seas. The largest, Ashira, straddles the equator; the northern sea of Zanr lies to its northwest. The smallest sea, Gesher, lies far from the other two in the center of a large, hard-baked desert. Most of Capella's population lives around Ashira and Zanr in the somewhat less arid coastal piedmonts; between the two seas in the north is a long range of relatively well-watered hills and eroded mountains, the Vako Highlands. Here, the Ten Tribes of Capella's semi-nomadic warrior aristocracy live and war with each other, occasionally extending their power out over the seacoasts and their towns.

Civilization

The thin agricultural margins on Capella IV create a culture of scarcity; most of the coastal and farming settlements remain xenophobic and hostile to outsiders. They may have good reason for this attitude, given their normal status as raiding targets for or tributary subjects of the Ten Tribes. The Ten Tribes must maintain very strict warrior codes to be able to keep control of the Ashira and Zanr piedmonts, which outnumber the Ten Tribes by a population factor of 20 to 1. Capellan warriors use the *kligat*, a kind of edged boomerang, as their primary ranged weapon—few Capellan trees make particularly good bows. Within the Ten Tribes, strength and warrior's skills are valued above all else; the Capellans are taller and stronger than Humans on the average, and the Vako tribesmen are taller and stronger still (thanks to a higher protein diet from nomadic herding). For example, Capellans traditionally reject medical treatment; only the strong should survive. Keeping a weak, sickly, or wounded warrior alive robs the tribe not only of the injured party, but also of whoever must care for him. (Fortunately, the Capellans can ignore a prodigious amount of pain.)

Additionally, an intricate web of traditions surround pregnancies and marriage; in order to ensure clear transmission of tribal inheritance, any man who touches another man's wife must be challenged and fought to the death. Should a tribal leader die, his wife must also die if pregnant, to avoid succession fights that might splinter the tribe. The need for tribal unity causes Capellan tribesmen to react like pack animals; any challenge or show of force is considered a declaration of open enmity and vendetta to be crushed with immediate force. In general, Capellan tribesmen consider combat far more important (and, they claim in epic poetry) more pleasant than love. This, unfortunately for the Federation, means the average Capellan sees more to admire in the Klingons than in even Starfleet's finest officers. Only the given word of their Teer's regent keeps them from reopening talks with the Klingon Empire.

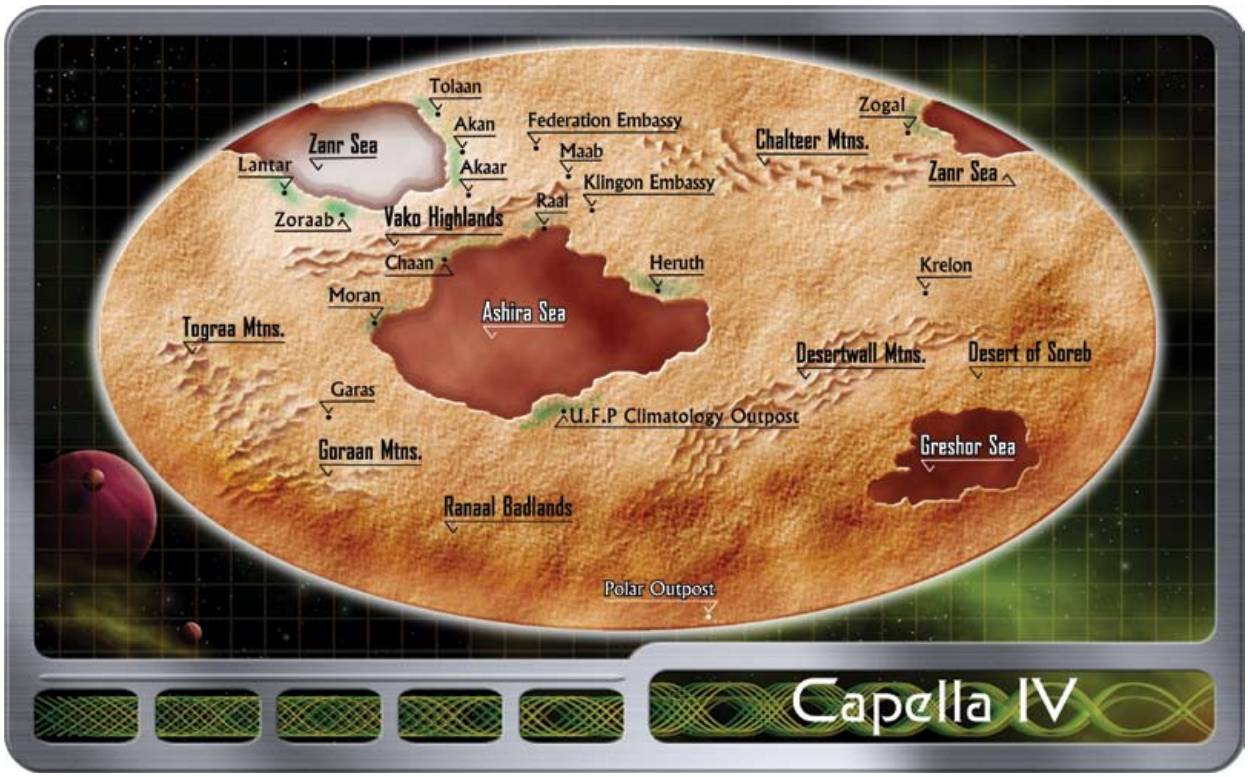
Not all Capellan traditions are as disquieting to Federation sensibilities: Capellan tribesmen are scrupulously honest, and never betray their given word. The immensely discriminating (and sensitive) Capellan sense of smell means that Capellans keep very clean; it also allows them to create very beautiful art blending color, design, and perfume using Capella's gorgeous desert flowers as the medium. Capellans also have a strong hospitality tradition; they revile those who betray or injure guests.

History

The sole source of Capellan history before the planet's discovery in 2188 by the *U.S.S. Argonaut* is the epic poetry of the Ten Tribes. According to the *Lay of the Mountaintops*, the gods placed the Capellans (led by ten sons of gods) on the tops of the mountains thousands of years ago. Those who went downhill, to the seacoasts, deserted the gods and the ways of sacred warfare and were punished by sickness and blight. The mountain dwellers fought among themselves until the great warrior Teer unified them into the confederation of the Ten Tribes; ever since then, the leader of the Ten Tribes has been known as the "teer" or "high teer."

Federation anthropologists are unsure what to make of this tradition; one school of thought believes

Illustration by Kieran Yanner



that the Preservers or Sargon's people seeded the Capellans on their planet, like many other species probably were. The primitive algae in the seas has few evolutionary relatives among the land plants and animals. The question would have remained academic, and Capella under the general quarantine applied to primitive worlds, until two nearly simultaneous events: the discovery of Capella IV's rich topaline mines, and the beginning of Klingon infiltration of the planet.

In 2259, the *U.S.S. Constitution* remapped and resurveyed Capella IV using new spectrographic and geological sensors. Capella IV turned out to have rich, easily-accessible veins of topaline, a rare mineral vital for colonial life-support systems. The Klingon Empire, which was expanding its own colonial presence then, sent agents to Capella IV to infiltrate the planet and secure the topaline mining rights. Klingon operatives worked to sow discontent among the Ten Tribes in hopes of providing assistance to a pliable native ruler who would invite them onto the planet as "advisers" and, eventually, occupiers of a crucially strategic star less than 50 light-years from Earth. In 2267, the Klingons' ally Maab killed the High Teer Akaar, but timely intervention by Captain Kirk of the *U.S.S. Enterprise* allowed Akaar's infant son, Leonard James Akaar, to become teer with his mother Eleen as regent. She signed a mining rights agreement with the Federation, which effectively ended the Klingons' chances of taking over Capella. However, repeated Klingon attempts to subvert Eleen's regency or kill the young teer kept Capella boiling until the Khitomer Accords and High Teer Leonard James Akaar's majority in 2293.

Places of Interest

In its early heyday, Capella IV has little to offer the casual visitor—a misstep among the tribesmen is a sure invitation to a one-sided fight, and the planet hosts only unassuming scrub without any sort of cilivized features or archeological treasures. It's not until after the incident with the *Enterprise* that Capella becomes worth visiting. With the advent of the Teer Leonard James Akaar, the Capellan tribes are forced to show respect to the Federation. While this forces an uneasy set of pullbacks in relations with the Klingons, many of the Capellans keep ties with their "warrior brethren." By the 24th century, Capella IV holds Federation outposts and the beginnings of technological improvements; Crew members might visit the Federation cultural embassy on Capella IV, and also visit the Klingon equivalent of the same. While the Klingons never manage to exploit Capella's mineral resources, by the time that they become allies of the Federation, they manage to arrange for a permanent base on the world. This provides no end of cultural exchange, as Federation and Klingon citizens learn to get along (and fight!) aside the warlike, yet forward-looking, Capellans.

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CARDASSIA PRIME

PLANETARY PROFILE
PLANET NAME: CARDASSIA PRIME
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.18 G
CLIMATE: STANDARD ATMOSPHERE, 65% HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: BILLIONS OF CARDASSIANS
CIVILIZATION: AGGRESSIVE AND EXPANSIONIST, TL 8, GOVERNING COUNCIL (EITHER CIVILIAN OR MILITARY)
RESOURCES: STARSHIPS, ADVANCED WEAPONS SYSTEMS AND OTHER MANUFACTURED GOODS

Cardassia Prime, which is most often known simply as Cardassia, is the depleted homeworld of the Cardassians and the capital of the Cardassian Union. Once a peaceful race that prided themselves on their rich cultural traditions, the Cardassians' industrial age stripped the planet of most of its natural resources. Rather than face extinction as an advanced civilization, they turned to expansion and conquest to procure what they needed to survive. In the process, however, the Cardassians re-created themselves in a ruthless, autocratic image and turned their homeworld into a dour and joyless place. The Dominion War hardly improved matters; after the Cardassian Union switched sides and joined the Alliance in 2375, the Dominion exacted retribution by devastating the planet's surface.

ERAS: The Cardassians have not met the Federation in the 22nd and 23rd century; they're too far afield, and too busy with their own internal problems, to travel that far. It's not until the early 24th century that the Federation and Cardassians meet. Both sides take a long look at the other and decide that they don't much like each other. The Federation does learn the location of the Cardassian homeworld early on, during trade talks wherein the Federation donates materials and supplies as a show of good faith. Cardassia Prime remains a militaristic, resource-poor husk until the end of the Dominion War, at which point it becomes a bombed ruin and mass grave.

LOCATION

Cardassia Prime is the second planet in the Cardassia system, which is located in the Bajor sector. The world orbits a bright orange dwarf star, with several mineral-stripped desert and airless worlds as companions in orbit.

CLIMATE

Cardassia Prime's climate falls more or less within Class M norms. It is cold at the poles and warm at the tropics, with temperatures in between at other latitudes. The planet receives average rainfall for a Class M planet, although the heavily inhabited areas project such a gloomy mood that visitors joke that it seems like it rains more than it actually does. Cardassian climate runs on the warm side, averaging 25 degrees C, possibly as a result of environmental abuse over prior centuries.

GEOGRAPHY

Cardassia Prime's landmass is divided into five large continents. The largest of these is Eheen, which straddles the equator. Central City, the capital city of the Cardassian Union, is located in the exact middle of Eheen. Lakaria City, the planet's most popular tourist destination, is located on the east coast of Eheen, near the equator.

CIVILIZATION

Since the 17th century (Earth calendar), government of the Cardassian Union has alternated between periods of civilian and military control. In theory, the civilian Detapa Council constituted the sole and legitimate Cardassian government since the 19th century, when a group of prominent political leaders decided that the military could no longer be trusted with the reins of power. In practice, however, Cardassian Central Command has never lived happily with the idea of answering to civilians, and the military has always struggled to wrench itself free of outside control. Most of the time, it operates with a significant degree of autonomy while paying lip service to the Detapa Council, while in other periods it has seen fit to openly take control of the government. One such period came to an end in 2372, when the Detapa Council overthrew Central Command and unintentionally provoked war with the Klingon Empire.

Membership in the Detapa Council varies between five and twelve individuals, all of them political figures with enough seniority to command general respect. Its methods of operation, however, are anything but

Illustration by Kieran Yanner

democratic. They renew their membership rather like a secret society, with an outgoing member tapping one or more replacements to take his place. They conduct all of their deliberations in private. They keep records of their proceedings, but never release them to the public. All of the Council's decisions have the immediate effect of law, and they admit no public debate or dissent.

Neither Cardassian Central Command nor the feared state intelligence service, the Obsidian Order, have any formal input into the Detapa Council's decisions. In keeping with the absolutist nature of the Cardassian state, the Council believes that the military and the spies ought to know their place, and understand that their opinion doesn't really matter. However, this attitude has proven a source of weakness. Lacking proper means of presenting their point of view, both Central Command and the Obsidian Order tend to do what they want in any event, without consulting the Council. They have no qualms about defying civilian authority, and they know that if it comes down to an open conflict with the Detapa Council, they have the firepower to enforce their point of view.

Cardassian society centers around the assumption that collective survival requires the ruthless subordination of all other goals and desires. Individual liberty and happiness are treated as quaint ideas that the Cardassians cannot afford to indulge. The Cardassian Union therefore strives to maintain absolute control over every aspect of life, to make sure that the will of its citizens is always properly focused. The Obsidian Order runs a thick network of spies and informers intent on ferreting out dissent. Publicly, the government asserts itself through the criminal court system, the purpose of which is less to administer justice than it is to enact morality plays that encourage its citizens to enforce social norms and respect the absolute authority of the government. All trials are broadcast for public viewing (with the verdict a prerendered conclusion), so that all may understand that any kind of dissent or abnormal behavior will not be tolerated.

History

In 2163, Cardassian archaeologists uncovered a series of magnificent burial mounds in the Gardat Valley in the continent of Eheen. They were obviously the tombs of kings, leaders of an ancient civilization that had long gone into the ground. Although their technology level scarcely exceeded basic iron working, the tombs contained many artifacts wrought from precious metals and inlaid with gems, as well as elegant everyday items (presumably for use in the afterlife), statuary and other ornaments that spoke of highly sophisticated artistic conventions and religious thought. The discovery of the First Hebitian civilization, as it came to be known, served contemporary Cardassians as a poignant reminder that their distant precursors had known wealth and comfort of which they themselves could only dream. The Gardat Valley was also renamed the Valley of the Hebitians in honor of these distant ancestors.

The Cardassians knew that earlier in their history, even well after the fall of the Hebitians, they had had the luxury of dedicating themselves to the finer points of civilization. They boasted well-developed artistic and literary traditions, and religious and philosophical activity thrived at all levels of society, not just among

Illustration by Blake Beasley

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the educated elite. They saw themselves as a spiritual and peaceful race.

The passing centuries and the increasing pace of technological development, however, unmasked the fact that Cardassia had remarkably little of the natural resources needed to support an advanced civilization. The Cardassians entered their Industrial Age keenly aware that not only were they running out of arable land, but that their homeworld offered them little upon which to build an industrial economy. In 1670, the sudden arrival of Bajoran explorers traveling in a solar sail vessel provided the Cardassians with their first glimpse of a race from another world. They realized that other planets could be exploited to provide them with the natural resources that they needed so desperately. This realization prodded the Cardassians to launch themselves into the Space Age. When they made first contact with the Bajorans, they did not even have primitive chemical rockets. By 1760—a mere ninety years later—they had developed a functioning warp drive, at which point they promptly began to explore and exploit nearby planets.

In some cases, this required wresting worlds from intelligent races reluctant to give them up. The need for an aggressive and well-honed military resulted in the formation of both the Cardassian Central Command and its intelligence wing, the Obsidian Order and gave them virtually complete authority over all facets of Cardassian politics and society. In fact, however, Cardassians had long ago decided that they had to direct every ounce of collective will toward ensuring their physical survival as a race, and that independent thought and free expression were luxuries that they could no longer afford, and military rule simply cemented those trends in place. In 1870, civilian authority reasserted itself when a group of political leaders formed the Detapa Council and forced the military to accept its primacy. In practice, the Cardassian High Command continued to do as it pleased.

The Cardassian Union, as this empire called itself, continued to expand for the next 400 years. In 2286, the Cardassians made first contact with the Klingons while exploring the Betreka Nebula in Beta Quadrant. Initially, the Cardassians dismissed the Klingons as mere barbarians, but proved unable to inflict a major defeat on them in 18 years of war. The two sides agreed to a truce in 2304, a development that both troubled and humiliated the leaders of the Cardassian Union.

Cardassian troops first occupied Bajor in 2328; later, the Cardassian authorities aggressively suppressed information about this incident (although it was eventually rediscovered at the instigation of Captain Benjamin Sisko of Deep Space 9 in 2371).

In 2335, the Cardassians made first contact with the Federation. From the start, Cardassian Central Command read aggressive motives behind every gesture the UFP made, and used the trumped-up threat of yet another major power on its borders to gain power at the expense of the Detapa Council. Three decades of border warfare commenced, ending only in 2367. By then, the occupation of Bajor had become an open sore thanks to the Bajoran Resistance; the Cardassians withdrew in 2369 and reluctantly agreed to let the Federation act as guarantors of peace, using the former Cardassian mining station Terok Nor (rechristened Deep Space 9) as headquarters.

In 2372, with the Dominion posing a military threat to the civilizations of Alpha Quadrant, the Detapa Council rebelled against Central Command and restored its authority over the government. Unfortunately, the Klingon Empire took this coup as a sign that the Founders had infiltrated the Council to destabilize the Cardassian Union. The Klingons responded by attacking key Cardassian colonies.

These military reverses and the devastation they inflicted on the Cardassian economy persuaded Gul Dukat, then acting as military advisor to the Detapa Council, that the Cardassian Union needed a strong ally, and fast. On behalf of the Council, he negotiated an alliance with the Dominion against the powers of Alpha Quadrant. The Cardassians and the Dominion then launched the attack on Deep Space 9 that began the Dominion War.

As the war progressed, however, some in the Cardassian government began to doubt the value of their alliance with the shapeshifters from Gamma Quadrant. These doubts became stronger after the Breen allied with the Dominion in 2375, under terms that seemed to slight Cardassian interests. Inspired by the example of Legate Damar, who had succeeded Gul Dukat at the head of the Cardassian government, the Cardassian fleet turned against their erstwhile allies and attacked the Dominion fleet in cooperation with the Alliance. This battle above Cardassia proved to be the last, decisive engagement of the Dominion War. Before they fled Cardassian space, the Jem'Hadar blasted the planet's surface in retribution, destroying much of its infrastructure and killing over 800 million Cardassians.

Places of Interest

All Cardassians refer to the planet's largest city and governmental center as Central City, a plain name that reinforces the government's absolute power of its citizens. Everyone knows what it is and what goes on there, so it has no need for a distinctive name. Like all of Cardassia, Central City is a drab and depressing place, full of functional gray buildings that look worn and heavy at the same time. The Detapa Council Chambers building dominates the downtown skyline, along with the Central Command and Obsidian Order headquarters. The most imposing structure in the Central City civic center, however, is the Court of Justice, which occupies a square mile of ground adjacent to the Obsidian Order headquarters.

The atmosphere in Lakaria City is less oppressive than in the capital, but on Cardassia Prime, these judgements are all relative. Lakaria City is the planet's fifth largest metropolis and a popular resort destination for Cardassians. It is most famous for its Ekat Center amusement park. All of the rides and attractions at Ekat Center were built from military scrap parts, and offworld visitors have damned it with faint praise as "The Least Depressing Place on Cardassia." After the Dominion War, several Federation-based entertainment companies approached Cardassian authorities about redesigning the park, but the Detapa Council, wary of the Federation's relatively liberal and hedonistic culture, reserved their approval.

The Valley of the Hebitians is all but barren now, its glorious tombs long ago looted to pay for the Cardassian Union's wars and buy natural resources on the spot market. However, it is not at all certain that all the tombs have been looted, because it is by no means certain that all the tombs that exist have been discovered.

The fourth planet in the Cardassia system, the class M world Cardassia IV, is the site of the notorious Hutet Labor Camp, which served as a concentration camp for Bajorans who resisted the Cardassian occupation of their homeworld. Hutet was erected in 2328 at the very beginning of the occupation, but continued to house prisoners even after Cardassia renounced its annexation of Bajor in 2369. Federation personnel discovered the continuing existence of Hutet in 2370 while investigating the fate of Bajoran Resistance hero Li Nalas. Following this embarrassing disclosure, the Cardassians closed the camp and released its remaining inmates, after which it fell into disrepair. After the conclusion of the Dominion War, however, some within the Cardassian ruling elite (as well as potential investors from Ferenginar and the Federation) saw the economic potential of this class M world in the backyard of a highly developed homeworld of an advanced race, and floated plans to survey Cardassia IV more extensively.

Cardassia V, the fifth planet in the system, is also a class M world. It hosts a small Cardassian colony centered around a group of archaeologists and anthropologists with the unassuming name of the Cardassian Society. The Cardassian Society devotes itself to preserving Cardassia's rich archaeological heritage. Founded by tycoon Poren Madred in 2290, the Cardassian Society built the Cardassian Museum here to preserve relics of their homeworld's history. They chose Cardassia V hoping that the winds of war (which seemed to blow constantly after the Cardassians made first contact with the Klingons) would spare a barely inhabited world in case the Cardassia system was ever attacked. The Cardassian Museum draws visitors from all over Alpha Quadrant. Its history has been uneventful, except for the theft of some ancient bone carvings in 2370. The thief has never been positively identified, although surveillance data suggest that he was a Ferengi.

CESTUS III

PLANETARY PROFILE

PLANET NAME: CESTUS III
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.1 G
CLIMATE: STANDARD ATMOSPHERE, 47% HYDROSPHERE, MILD TEMPERATURES
DEMOGRAPHICS: HUNDREDS OF THOUSANDS OF FEDERATION AND GORN COLONISTS
CIVILIZATION: OPEN AND RESOURCEFUL, TL 8, COLONIAL GOVERNOR APPOINTED BY UFP
RESOURCES: MINERAL RESOURCES, SOME FOOD PRODUCTS VALUED AS LUXURY GOODS

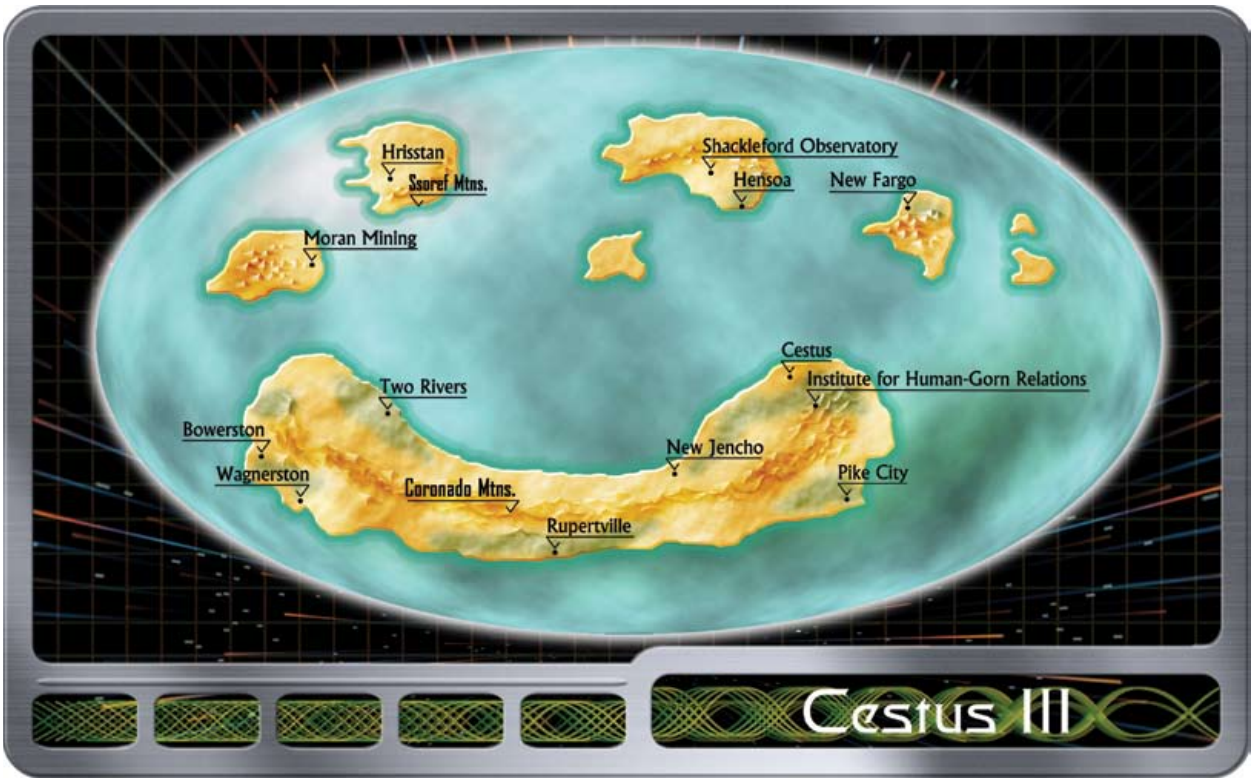
Cestus III is a Federation colony world that occupies a rather delicate position on the UFP's border with the Gorn Empire. The Federation leases the planet from the Gorns under terms that have proven lucrative to both, but speculation persists that at least some Gorns are not at all happy about the arrangement.

Eras: The Federation and the Gorn both discovered Cestus III in the mid-23rd century; this chance meeting would turn out to have military repercussions. The Federation colony on the planet slowly grew throughout the 24th century. Better understandings with the Gorn led to the development of a joint colony effort; by the mid-24th century, Cestus III boasts a mix of colonists, and the planet has Federation representation.

Location

Cestus III is the third planet of the Cestus system, which is located in Alpha Quadrant on the border between the Federation and the Gorn Empire.

Illustration by Kieran Yanner



Climate

Because of its relatively small hydrosphere, the climate on Cestus III tends to be dry, if comfortably mild. Even along the equator, temperatures rarely exceed 30 degrees C. Storm systems are relatively mild and they are more welcomed for the precipitation that they bring than feared for their destructive power.

Cestus III's single ocean teems with complex life, from fish to carnivorous plants. Due to the lack of tidal influences, the ocean is essentially one gigantic stagnant pond.

Geography

Cestus III has one main land mass, a large, bowl-shaped continent that fills most of its southern hemisphere. A long chain of mountains runs along the middle of it, and the planet's six main population centers (see "Places of Interest," below) dot the coast. Several smaller continental landmasses lie in the northern hemisphere.

Civilization

Cestus III hosts a comfortably prosperous Federation colony populated mostly by Humans, but with a healthy scattering of other races as well. Its economy produces enough goods and services to meet its basic needs, except in the way of high-tech manufactured products and consumer goods. It exports some industrial minerals, as well as agricultural products (primarily exotic hybrid fruits and wines and liqeurs distilled from them).

A colonial governor administers the planet in the name of the Federation. Despite its success, Cestus III has been regarded as a backwater. Governors have tended to be either civil servants looking for a quiet post at the end of their careers, or also-rans who were passed over for more desirable jobs (S. Hiram Johnson, who helped found the Cestus Professional Baseball Association, fit the latter description). A few have been frustrated cold warriors who see the Gorn as a potential threat rather than quiet neighbors.

Despite early tensions, the Gorn also maintain a presence on Cestus III. Some hawkish citizens claim that it's so they can keep a close eye on the Federation presence near Gorn space. The more open-minded citizens, however, have integrated the Gorns into their efforts; trade and exchange between Gorns and Humans is common here.

History

For half a century before Federation explorers on the *U.S.S. Coronado* discovered Cestus III in 2258, the reptilian spacefaring race known as the Gorns claimed it as their own. On its merits, the planet held little interest for them; although its warm, dry climate suited them, there was no intelligent life there and they couldn't find much in the way of exploitable resources. Besides, the Cestus system was situated on the fringe of their stellar empire, making it hard to defend. They established no permanent presence there and patrolled the area infrequently.

So it was that the Federation might be forgiven for assuming that Cestus III was unclaimed when it followed up its discovery in 2262 by establishing a small outpost there, staffed by pioneers, research scientists and a few Starfleet security guards. The Gorns saw this as an invasion by unknown aliens. In 2267 they

Illustration by Blake Beasley

dispatched a warship to the planet, which promptly wiped out the nascent colony.

When the *Enterprise* came to investigate the attack, a mysterious advanced race called the Metrons intervened and forced Captain James Kirk and the Gorn captain to fight to the death to settle the dispute. When Captain Kirk refused to administer the *coup de grace* to his fallen foe, this gesture opened the way for peaceful relations between the two sides. Subsequently, the Federation negotiated an indefinite lease with the Gorn Empire, under which the UFP would have the right to settle Cestus III in return for 10% of all export revenues from the colony.

Soon after, UFP settlers streamed in to exploit its mineral wealth (what there was, anyway), conduct agricultural experiments on alien soil and pursue trading opportunities with the Gorn. Over the next century, colonists achieved the most success crossbreeding fruits transplanted from Earth with native plants to produce wines, liquers and agricultural products unique to the planet. Trading relationships with the wary Gorn proved more elusive, however, as did opportunities to make money off of the planet's natural resources. The colony's economy grew steadily, but slowly.

In 2371, local entrepreneur Bidwell Tsark came up with the idea of resurrecting the old Terran sport known as baseball as a way of boosting the Cestus III colony's fortunes. With the blessing of colonial governor S. Hiram Johnson, who was himself growing bored with life in a backwater of the UFP, Tsark recruited owners and players for a six-team league called the Cestus Professional Baseball Association. Since the league's formation, the Cestus Comets and the Pike City Pioneers have been the most successful franchises.

Places of Interest

Cestus III's six largest settlements (they are scarcely large enough to be called cities) are the administrative capital of Cestus, Pike City, Rupertsville, Wagnerton, Two Rivers and New Jericho. Each of them fields a team in the Cestus Professional Baseball Association. Although the CPBA only plays a 60-game schedule confined entirely to the summer months, games are popular attractions. They generate considerable internal tourism, and even draw in visitors from off world. However, some of the off-worlders are rumored to be gamblers drawn by a hot new sport. Not only is gambling on Cestus III outlawed by the colonial government, but many of those who hear and circulate the rumors worry that gambling money may corrupt the integrity of the game.

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CETI ALPHA V

91-75

Planetary Profile

Planet Name: Ceti Alpha V
Class: K
Moons or Rings: None
Gravity: 1.3 G
Climate: Thin atmosphere, no water, very cold
Demographics: Several dozen refugees
Civilization: Vengeful despotism, TL5
Resources: None

Once a lush, vibrant world of life and potential, Ceti Alpha V was both home and prison to Khan Noonien Singh and his followers, late of the *S.S. Botany Bay*. After a disaster rendered Ceti Alpha V into an almost uninhabitable world of eternal dust storms and darkness, Khan and his followers survived despite the harshest of climates and insidious native fauna, never losing their hope of escape… or their dreams of revenge.

Eras: Ceti Alpha V was first noted in the 23rd century; Kirk and the crew of the *Enterprise* determine that it is (at the time) a class M world suitable for life. Within a decade it is a nearly lifeless, almost uninhabitable desert due to climate shifts. It remains uninhabited and uninhabitable long before the 24th century, though the Ceti Eel (see below) could have some relationship to the mind controlling aliens that threatened the Federation in the mid-24th century and were stopped by the intervention of the *Enterprise*-D.

Location

Ceti Alpha V is in Sector 004, deep in Federation Territory. It is not far from where the *S.S. Botany Bay*, traveling at sublight speeds, was able to travel in the more than two hundred years before the *U.S.S. Enterprise* discovered it. Aside from Ceti Alpha V—

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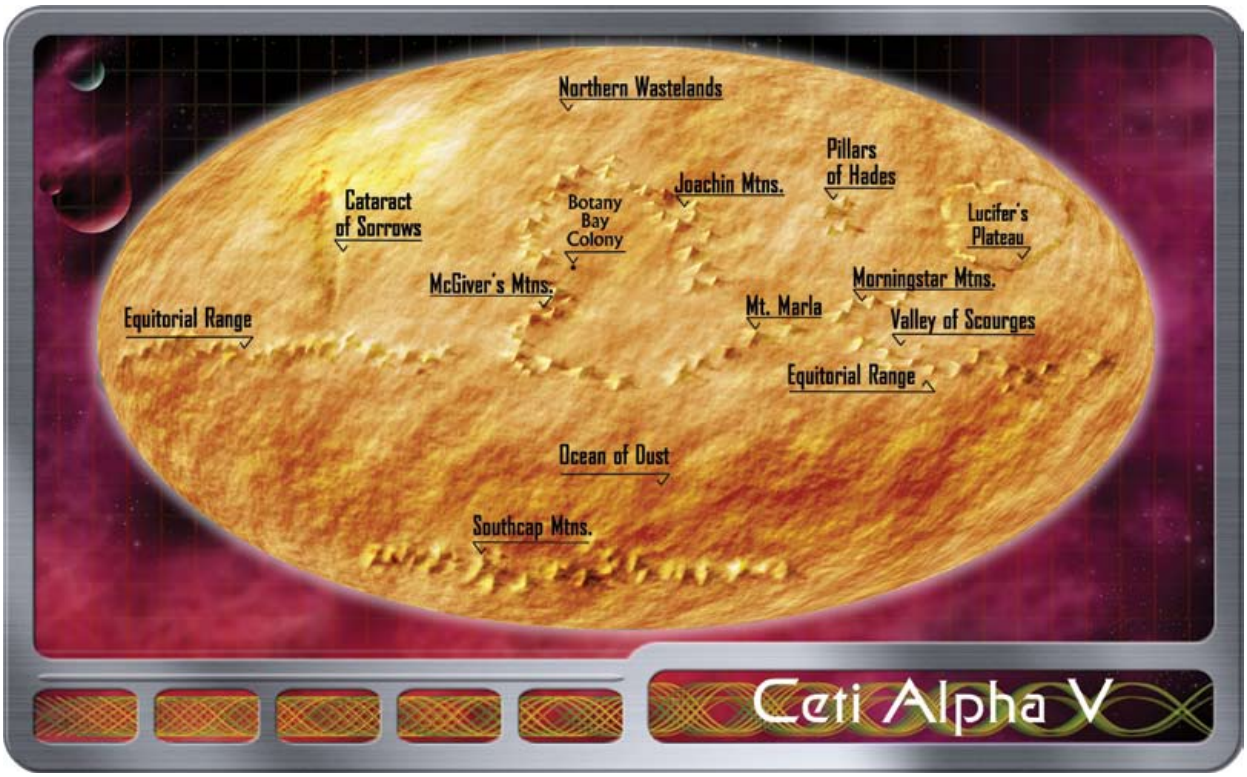

which the Federation declared off limits after Khan and his followers were settled there—there was little of interest in the Ceti Alpha system, and therefore little reason for Starfleet or Federation exploration or exploitation of the system. Indeed, its very lack of interesting features or useful resources led the *U.S.S. Reliant* to select Ceti Alpha VI as a candidate for the Genesis Project's experiments in high-speed terraforming.

Climate

Prior to the destruction of Ceti Alpha VI in 2269, Ceti Alpha V was a reasonably lush world. It boasted a surface hydrology of 65% as well as a varied ecostructure that didn't include any large predatorial animals—by all accounts, a virgin paradise, if lacking in useful mineral and metal deposits.

Ceti Alpha V gained considerable axial tilt, and lost much of its atmosphere, in the catastrophe that destroyed its biosphere and changed its orbit. Further, pieces of Ceti Alpha VI rained down on Ceti Alpha V for months after the accident. These impacts raised millions of tons of dust and dirt, destroying whole mountain ranges and unleashing tectonic instabilities throughout the planet. The planet became completely uninhabitable, with eternal storms of dirt, dust, and pounding wind tearing across the landscape. Ceti Alpha VI's explosion also released a compound called kraylon, contaminating what was left of the atmosphere. By the late 23rd century, Ceti Alpha V is a desolate, cold land of thin atmosphere and constant dust storm activity. Ceti Alpha V's irregular orbit leads to many months of harsh winter conditions even in the "garden spot" of the planet, and even the short periods of summer do not allow for Ceti Alpha's sunlight to penetrate to the surface of the planet.

Geography

Before the destruction of Ceti Alpha VI, Ceti Alpha V was a rich, diverse world. Its orbit carried it close to its neighbor world several times a decade, as they revolved around Ceti Alpha, and this proximity had considerable tidal effects on the planet. Mountain ranges erupted along Ceti Alpha V's equator, with peaks as high as ten kilometers above sea level in some places. This had the effect of separating the northern and southern hemispheres of the planet. The northern hemisphere received more direct sunlight for longer periods of the year, and the two continents that rose out of the mountain rings teemed with life from tropical to temperate. There was no polar ice cap and temperatures rarely dropped below 5 degrees C even in the polar region. Three small island continents circled the pole. The great majority of the northern continents were forested, ranging from tropical to temperate rainforests the further north one went. There was one long prairie on the larger of the two northern continents, where huge herbivorous beasts roamed and ate. The *Botany Bay* colony settled near these herds, using the natural prairie to start their agricultural base, with an eye to using the meat of the "Ceti bison" to supplement their food and for industrial purposes, later on. The southern hemisphere was mostly ocean and much cooler than the northern hemisphere.

After the destruction of Ceti Alpha VI, all of this changed. The shockwave hammered at the equatorial mountains, and cathedral-sized hunks of rock rained down upon the five continents, the oceans and the

Illustration by Blake Beasley

prairie. The rich, lush atmosphere of Ceti Alpha V was largely torn away by the initial explosion, and the remaining thin air couldn't hold as much moisture. Millions of tons of dirt and sand had been blasted into the atmosphere by the impact, and the increasing axial tilt led to the perpetual storms that wore away and smoothed what remained. Modern Ceti Alpha V has only a few remnants of its equatorial mountains—the highest mountain the *U.S.S. Reliant* detected in its planetary survey was 6,400 meters—and no detectable surface water. Tectonic plates, disrupted and shattered by the devastation, have become unstable, and quakes and volcanic activity threaten much of the planet's surface. There is no detectable life on the planet. Environmental suits are required for anyone to survive on the surface of Ceti Alpha V (unless of course that person is a genetically engineered superman).

Civilization

Aside from the fifteen-year *Botany Bay* colony there has been no organized society on Ceti Alpha V.

History

Ceti Alpha V was charted relatively early in Starfleet's exploration of the Galaxy. While robust and full of life, the world was a daunting place of powerful rainstorms and extreme conditions, and not considered idea for colonization. The lack of useful metals and minerals also meant that any colony effort would have dubious long-term benefits. Certainly, had things been different, advancing technology would have made the planet ideal for a Federation colony.

The very qualities that made Ceti Alpha V too challenging a world for the Federation made it a perfect world for Khan. Khan had been one of the most powerful of the warlords in the Eugenics Wars of the late 20th century, and had escaped from Earth along with 104 of his followers in the DY-100 class *S.S. Botany Bay*, a pre-warp interplanetary sleeper ship. The *U.S.S. Enterprise* discovered the *Botany Bay* on Stardate 3141.9, and Khan was awakened. Using his genetically engineered intelligence and cunning, Khan quickly adapted to his new century and, with the help of Lieutenant Marla McGivers—the ship's historian—awakened his crew and attempted to steal the *Enterprise*.

After their defeat, Khan and his followers—including Marla McGivers, who left Starfleet and became Khan's wife—were settled on Ceti Alpha V. Captain Kirk believed that the challenge of colonizing the robust world would suit Khan's ambitions, and the society that the so-called supermen would forge could later enrich the Galaxy. The colony was founded at the northern edge of the only great prairie on Ceti Alpha V, where herds of "Ceti bison" roamed. The new colonists noticed that the great docile beasts seemed to go through phases of near-inactivity, followed by an almost drunken staggering for some days, but paid little heed to the creatures' oddities.

However, Ceti Alpha V's neighboring world, Ceti Alpha VI, made one of its periodic close passes to Ceti Alpha V six months after Khan's exile began. The tidal forces that had created the impressive equatorial mountains on Ceti Alpha V also made Ceti Alpha VI increasingly unstable. The sister world's instability came to a head on this pass, and Ceti Alpha VI exploded when the two planets were at their closest conjunction. Over a period of weeks, Ceti Alpha V was laid waste. Most of the colonists survived by converting the *Botany Bay's* cargo container modules into pressurized shelters. Khan found ways to mine for deep water and set up hydroponics gardens. It seemed like a mean existence, but a stable one.

This changed when the remaining crew of the *Botany Bay* were attacked by the horrifying Ceti eels. These creatures gestated by wrapping around the cerebral cortex of other creatures. Before the destruction of Ceti Alpha VI, the Ceti eels had used the huge Ceti bison as their hosts, leading to the periods of docility and irrationality. With the destruction of the herd, they turned to the only source of breeding environments left: Khan's followers. The infant Ceti eels left their victims highly suggestible, then ultimately drove them insane and killed them as they grew. Unlike the Ceti bison, the colonists could not survive the process. Before the dangers were fully identified and compensated for, twenty of the *Botany Bay's* complement died. Among the dead was Marla McGivers. Khan blamed the man responsible for his exile—Captain Kirk of the *Enterprise*—and nursed his hatred for fifteen years.

All this changed when the *U.S.S. Reliant* entered the Ceti Alpha system on Stardate 8130.4. It was charting Ceti Alpha VI as a potential site for the Genesis Project. Ceti Alpha V's shifted orbit had the world close to where Ceti Alpha VI should have been, and as the *Reliant* wasn't performing a system survey, they didn't take notice of the missing planet. Discovering anomalous energy readings, Captain Terrell and Commander Chekov beamed to the planet. Khan and his followers captured Terrel and Chekov, and (after subjecting them to the Ceti eels) used the pair to capture the *Reliant* and escape exile. Khan beamed the *Reliant* crew to their former shelters, where the *U.S.S. Enterprise* later picked them up.

Since then, aside from planetary and historical surveys of the former site of the *Botany Bay* colony, Ceti Alpha V has been abandoned.

Places of Interest

Aside from the cargo homes of the *Botany Bay* colony, there is nothing of interest on Ceti Alpha V—unless an unscrupulous merchant or spy wants to "harvest" Ceti eels for some nefarious purpose…

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CORIDAN

PLANETARY PROFILE

PLANET NAME: CORIDAN
CLASS: M
MOONS OR RINGS: 1 MOON
GRAVITY: 1.2 G
CLIMATE: STANDARD ATMOSPHERE, 65% HYDROSPHERE, COLD TEMPERATURE
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: SCIENTIFIC DEMOCRACY, TL8
RESOURCES: PLENTIFUL DILITHIUM, MINERALS AND METALS

A world close to several core Federation worlds, but late to actually be accepted for Federation membership, Coridan was the seat of intrigue, military activity, covert intelligence, illegal mining and smuggling and civil war for generations.

Eras: Coridan, close to Earth, is a hotbed of contention even early in the 22nd century. Coridan is strategically important to both the Vulcans and the Andorians in their cold war—Coridan's dilithium is extremely important to their conflict. Coridan is also a source of high-energy warp technology for the time—with rumors of Warp 7 capable ships of Coridan registry. The Vulcans have invested in the (possibly corrupt) Coridan government and a mining agreement with them. The Andorians have sided with a rebellious faction that seeks to overthrow that government. By the 23rd century, Coridan has settled down, though factionalism weakened it enough that the Orion syndicate has entered into several illegal mining operations on its surface. This has made the question of their entry into the Federation somewhat questionable, to the point that a full Babel conference is called to consider the issue. Several Federation worlds have conflicting vested interests in Coridan, keeping the issue of their Federation membership a hot one. By the 24th century, having been a Federation world for nearly a century, Coridan is well established, with dilithium mining and trade making them a vital partner in starship design and construction. The Dominion War finds Coridan an obvious target for Jem'Hadar, Cardassian or Breen attack ships. While there is little chance so central a world to the Federation's core could be taken and held, damage to Coridan's industrial infrastructure would severely hamper the Federation war effort.

Location

Coridan is the fifth world of twelve orbiting a small yellow sun. It is close to several core Federation worlds, including Earth, Vulcan, Andoria and Tellar. As a dilithium rich world, Coridan became an important strategic resource, particularly during the extended conflict and cold war between the Vulcans and the Andorians. The Orions—operating from their Rigellian bases—were close enough to set up, fund and operate several illegal mining concerns even after the Federation was founded, and Coridan's resources and proximity to the shipping lanes meant that even after the Federation was well established many worlds profited greatly from the planet's resources and lack of allies or strong offworld infrastructure.

Climate

As a large world orbiting a rather dim sun in the outer edges of the habitable zone, Coridan is a cold world. Most of its cities are found along its equator. While colder than standard, the equatorial regions have enough temperate zones for significant agriculture in the summer months, and Coridan supports a population of more than three billion. It has a relatively standard atmosphere, even given the high density of the planet, which contributes to Coridan's growth.

Geography

Coridan is known for its extensive mountain ranges, most particularly the Bendacons found on the western edge of its largest inhabited continent. The pressure of two colliding continental plates formed the Bendacon mountains, which were further shaped by the relatively common (in geological terms) ice ages on Coridan. The Bendacons were also the first mountains where dilithium was found and mined, though the valuable crystals can be found almost everywhere there are mountains on Coridan.

The three habitable continents (all equatorial) are large—easily capable of supporting the rather underpopulated inhabitants on Coridan. The rich mineral deposits—including duriliam, deuterium, titanium, cobalt and dicobalt—on Coridan have also promoted a strong tradition of engineering—the first starship to reach Warp 6.85 was a Coridan test ship.

Coridan cities are circular, with higher class and commercial buildings near the hub of the wheels, and

Illustration by Kieran Yanner

less affluent and dirty industrial concerns radiating out to the spokes. During much of Coridan's history, the downtrodden and underclass of Coridan lived in the outlying areas.

There is a truly beautiful canyon called the Jorinal, found along the southern edge of the Tessen continent. It's far enough south that ice covers the canyon, and glistening rock formations and spires make the canyon seem like a palace of light, when direct sunlight strikes them. It is considered the most romantic place on Coridan.

Civilization

The circular cities of Coridan follow the equator, where a temperate zone exists year round. In the early days, the closer to the city center one gets, the better the standard of living gets, but even in the outlying fringes the people of Coridan are educated. As Coridan matured, so too did its society, until the standard of living was raised for all.

The cities are each run by governors, who in turn form the Council of Governors. They in turn elect a Chancellor, who acts as the Chief Executive of Coridan.

Coridan is essentially an industrial world, with the still rich minerals and dilithium deposits being mined, refined, used and shipped throughout the Federation. While the long delay before Coridan joined the Federation meant their early lead in engineering and ship design was eventually surpassed, Coridan remains one of the finest shipyards in the Federation, with the ready availability of raw materials gives Coridan a leg up on production. Because of that, Coridan has one of the highest number of industrial replicators per capita of any Federation planet.

The people of Coridan have assimilated fully into the Federation by the 24th century. Coridan natives join Starfleet, ply the trade lanes and in all ways participate in the Galactic civilization. There is still a certain rogue presence here, however. While Starfleet has made great strides, there are still Orion syndicate interests to be found in some cities, and it's well known that Coridan is the best place among the core worlds to find illicit materials or make contacts with the underworld. Purely by coincidence, the Ferengi have been trading with Coridan in increasing numbers.

History

The resources on Coridan, and the reactions of different galactic powers to them, have influenced the development of Coridan's society for centuries. Long before Vulcan made first contact with Earth, they were helping Coridan develop a stable world government. This was logical for the Vulcans—Coridan's resources would benefit Vulcan, and stable government would facilitate a mining agreement. It is worth noting that Vulcan as a policy did not interfere with developing societies. However, the significant economic and material advantages of dealing with Coridan—as well as the tensions with Andoria—led them to make an exception to this policy. This would cause Coridan long-term problems.

For many years, the Vulcans kept close economic and political ties to this central government, even as different factions agitated for change. When rebel factions in the fringes of Coridan's cities began to directly oppose the government, the Vulcans continued to suppress them. This led to Andoria supporting the rebel factions, and civil war began to brew on Coridan.

Illustration by Blake Beasley

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NX-01 Enterprise—from the days when Starfleet was specifically Earth's ships—was caught in the middle of this, when rebels kidnapped the captain and science officer of the *Enterprise*. Andorians assisted the *Enterprise* crew in retrieving the victims, while a Vulcan strike team attempted a surgical strike to wipe out the rebel cell.

With the founding of the Federation, both Andoria and Vulcan, now bound by Federation law and the Prime Directive, stopped their direct influence on Coridan's government. They did continue trading with Coridan, as did Tellar and several other Federation worlds, but without alien support propping Coridan up, it descended into chaos and civil war. This in turn gave the Orion Syndicate the opportunity it needed to get its hooks into Coridan. By the time the world had stabilized, illegal mining operations and unfair trade alliances were rife on Coridan, and gained the status of business as usual.

By the time Coridan had evolved into a mature society, several Federation worlds had entered into advantageous trade agreements with it. When Coridan applied for Federation Membership in 2267, enough member worlds had agendas of their own that a full Babel Conference was called to discuss the issue. En route to the confrence, aboard the original *U.S.S. Enterprise*, the Orion Syndicate staged an attack, using a disguised Andorian as an inside agent who assassinated the Tellarite delegate in an effort to frame Ambassador Sarek, the Vulcan delegate and a strong proponent of Coridan membership. The plot—and an assault on the *Enterprise* by an Orion suicide ship—were foiled, and Ambassador Sarek was credited with Coridan's admission to the Federation.

Places of Interest

One of the most interesting places on Coridan is the United Federation of Planets Starcraft and Warp Museum, preserving exhibits from both Coridan's entry into space and the Federation's general progress in interplanetary travel. Among the exhibits is the grounded *Fencurlik*. The *Fencurlik* was the test ship for the first known starship to carry a warp drive rated for Warp Factor 7, from 2146. The *Fencurlik* and the few ships that followed her before the civil war actually never exceeded Warp 6.85, but she still represents a brief period of time when Coridan had the most advanced starships in known space.

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CORVAN II

PLANETARY PROFILE

PLANET NAME: CORVAN II
CLASS: M
MOONS OR RINGS: 1 MOON
GRAVITY: 0.9 G
CLIMATE: STANDARD BUT POLLUTED ATMOSPHERE, 60% HYDRO-SPHERE, WARM TEMPERATURE
DEMOGRAPHICS: HUNDREDS OF MILLIONS OF NATIVES
CIVILIZATION: OPEN AND BUREAUCRATIC DEMOCRACY, TL7
RESOURCES: REFINED AND UNREFINED MINERALS

Though many in the Federation think they have mastered their environment, there are always incidents and events to remind them just how far they have to go. One of the tragedies of the 24th century is Corvan II—a beautiful, once pristine world, horribly polluted in the name of progress.

Eras: Corvan II is a rough, pristine planet, with a developing indigenous population, in the 22nd century. Corvan II is a young Federation world by the 23rd century, first beginning the transition from a planetary emphasis on agriculture to industrial applications. Characters may be part of a team bringing more advanced industrial techniques or equipment to Corvan II—and coping with the resistance some would have to this change of life. By the 24th century, the buildup of industrial pollutants—and the introduction of Ferengi trade and less scrupulous industrial techniques—becomes disastrous for Corvan II. Starfleet and other Federation teams are heavily involved in cleanup operations and the resettling of threatened plant and animal species into other ecospheres until Corvan II's biosphere is repaired enough for species reintroduction. Corvan II's troubles, as with most things in life, represent opportunities for the less

Illustration by Kieran Yanner

scrupulous. The Ferengi capitalize on the extremely small populations of some indigenous Corvan II species, and a trade in endangered creatures grows. Starfleet works to stop this poaching, while the Ferengi or Orion Syndicates work to expand it.

Location

Corvan II is a Federation member world in the Alpha Quadrant, located within thirty light years of Ferengi space. It is the second planet of seven orbiting the yellow star Corvan. Corvan's relative proximity to Ferengi-dominated worlds has led to a reasonable amount of trade since first contact with the Ferengi—including some early trade that took place before standard Ferengi methods were more clearly understood by Starfleet and the Federation, and some trade with intermediaries affiliated with the Ferengi Alliance.

This, coupled with a number of less scrupulous Corvanite businessmen working with the Ferengi to increase their own profits, led to the drastic industrial pollution of the late 24th century.

Climate

Corvan II has a relatively typical Class M climate. It has lush tropical rainforests along its equatorial regions, and more temperate zones in its northern and southern hemispheres.

The pollution on Corvan II has been steadily changing the climate, however. Building greenhouse gases have caused the polar ice caps to disintegrate. This in turn has led to rising shorelines, and changing climates throughout the biosphere. Hardest hit have been the rainforests, which have gotten too hot in many places to support native vegetation or species cover. Further, climate changes have led to altered rainfall and storm patterns, which in turn have led to increasingly chaotic weather planet-wide.

Geography

There are six continents on Corvan II, four of which cross the equatorial line, and two of which are entirely in the northern hemisphere. The temperate regions of Corvan II have always been ideally suited to agriculture, and Corvan II's society has evolved around those pursuits.

However, the mineral and resource rich planet had many things to offer. Increasingly sophisticated mineralogical surveys showed valuable industrial materials present on Corvan II, though intrusive and process-intensive refining would be necessary to make them usable. These refineries are what eventually led to the near-destruction of Corvan II's biosphere by pollution.

Civilization

The Corvanite population is a native species of humanoids. Their world structure was balkanized until the 23rd century, though warfare between the different nation states was never particularly heavy. In 2239, the Council of 200 Nations formed, to discuss the development of a planetary infrastructure. This evolved, in 2255, into the Council of Independent Nation-States, which elected a planetary governing body to direct planet-wide infrastructural and diplomatic affairs. It was this body that negotiated Corvan II's admission into the United Federation of Planets.

The Council of Nation-States, as it's called today, has taken a far more centralized role in planetary affairs. It is a huge body, with twenty-five representa-

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tives elected from every former nation on Corvan II in the Council's upper chamber, and 4,500 representatives elected to represent Corvan II's population (nearly two and a half billion inhabitants) in the lower chamber. A byzantine bureaucracy has evolved to handle day by day affairs, with different departments and bureaus having sometimes-contradictory responsibilities for planetary administration. This allowed the powerful industrial lobby, under influence from Ferengi trade partners, to implement dangerous refining techniques and led Corvan II to the disaster it now deals with. How it recovers from this horror will impact the Corvanite civilization for centuries to come.

Corvanites are social, open to new ideas and methods. They can see many societies that have far greater technological and industrial development, and there is a strong desire to reach these goals. However, there is no single philosophy that pervades Corvan II, and environmentalists, zoologists, sociologists and iconoclasts alike have sounded warnings in the past. Now that these warnings have been justified, Corvan II finds itself needing to unite to survive and recover.

History

Corvan II developed warp travel in the late 22nd century. They did some exploration, though their emphasis was far more on planetary affairs. As a mostly agrarian world without great population pressure, they didn't feel the driving need to colonize that other planets did. However, after making contact with the Federation in 2328, Corvan II discovered two things—the potentially valuable industrial resources on their world, and the advantages of sharing resources and technology. Corvan II was advanced enough that the Prime Directive did not apply, but they still could benefit greatly from Federation membership.

They founded their Council of 200 Nations in 2239, followed by the Council of Independent Nation-States in 2255. This gave them the planetary government needed to settle their affairs down and join the Federation. The Federation then sent experts and crews to help them exploit their natural resources and refine them for use at home and across the galaxy. As was always the case with the Federation, these techniques were designed to preserve Corvan II's environment.

In 2357, Corvan II entered into trade with several worlds on the outskirts of Federation territory. They didn't realize at the time that these worlds were under the economic domination of the Ferengi Alliance. The gradual discovery of a unified economic infrastructure there led to the Federation's early knowledge of Ferengi business. It was also then that many of the rumors about Ferengi—particularly the rumor of their taste for sentient flesh, itself a false interpretation of their desire for economic consumption and supremancy—surfaced. In 2365, Corvan II began large scale direct trade with the Ferengi, with the mechanisms for this trade having been oiled long before by the Ferengi's partners.

Part of this oiling took place at the expense of the established refinery techniques developed by the Federation. Industrialists, hungry for profit and easily influenced by the Ferengi, began implementing newer refineries, designed to quintuple production. This meant strip mining and mountain-capping for raw materials, with concomitantly more industrial pollution. The overly complex Council of Nation-States was slow to respond to this, while Corvanite industrialists were quick to exploit these new revenue paths.

In 2367, massive climate changes swept over Corvan II. The Ferengi refineries had been masking reports of the true levels of pollution, with the assistance—often unwitting—of their Corvanite partners. This pollution reached and passed a critical threshold, literally poisoning the Corvanite biosphere. In calling for help after massive crop failures and the sudden destruction of millions of acres of rainforest, Corvan II made it possible for Starfleet, in the person of the *U.S.S. Galaxy*, to learn the truth about the poison they had let into their environment. Naturally, the Ferengi Alliance sold out the industrialists wholesale and pulled out of the sector, claiming the pollution was an internal matter and leaving Corvan II and the Federation to clean the mess up.

The disaster was nearly complete. Hundreds of unique species of plant and animal were wiped out, and planetary epidemics broke out due to the poor air quality and famine. The Council of Nation-States nearly fell, but the much smaller executive cabinet was voted special powers to deal with the emergency. Working hand in hand with Starfleet, the two sides of the long process—cleaning up the waste and relocating endangered species to safe worlds in the interim—began in earnest. The *U.S.S. Enterprise*-D relocated a breeding pair of *gilvos* from Corvan II in 2368, for example—when there were only 14 *gilvos* left.

It is perhaps a fitting insult that the same Ferengi who fled the despoiled planet took many samples of Corvanite flora and fauna with them, and are selling them to collectors. This deplorable practice is of less interest to Corvan II and the Federation than actually saving Corvan II's biosphere, of course.

Places of Interest

The *Jepisati* wastes, once the lush and full *Jepisata*, a rainforest and jungle laden equitoral nation-state on Corvan II, has become a symbol of the horrors of the pollution, destruction and relocation necessary in the wake of Industrial horror. Frighteningly, it has also become a favorite place for thieves, renegade Ferengi and Orion Syndicate members to loot, as so much had to be abandoned in the initial evacuations of 2367.

736 468 001 498 548 876 223 N45 001 749854 411 00812
876 224 146 367 937 927 03473
224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057
767 040 767 916 761 535 915 L62 249 194426 919 89190
085 321 989 555 077 087 151 H76 224 146367 858 11394

DENEVA

PLANETARY PROFILE
PLANET NAME: DENEVA
CLASS: M
MOONS OR RINGS: NO MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 88% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: 1 MILLION HUMANS
CIVILIZATION: PEACEFUL AND INDUSTRIOUS FEDERATION COLONY, TL 7-8
RESOURCES: PRIMARILY A TRANSSHIPMENT AND FREIGHT CONSOLIDATION POINT, AND A MAJOR EXPORTER OF REFINED METAL

Originally a modest planet with colonial aspirations, Deneva became the site of a terrible infestation that led to the discovery of parasitic interstellar organisms.

Eras: For almost all of its history, Deneva has been placid and idyllic. During the colony's frontier days in the late 22nd century, it faced other dangers from ships traveling along its trade routes, but usually welcomed the opportunity to learn from them, too. It wasn't until the arrival of neural parasites in the 23rd century that the colony suffered a disaster that set back colony efforts by decades. By the 24th century, recolonization is underway, but in a much more guarded state.

Location

Deneva orbits a G5 V yellow dwarf star much like Earth's sun, about 60 light-years from the Federation core worlds along a key trade and shipping route into the Alpha Quadrant. The Deneva system has an immensely rich asteroid belt, and asteroid miners send raw ores to large, robotic refineries in orbit around the planet to be turned into pure metals for transshipment to Earth and other industrial worlds. Since almost all of this traffic is automated, it was not interrupted by the Denevan parasite invasion.

Climate

Deneva has almost no axial tilt, and therefore has very equable weather and almost no seasonal variation. The main city on the planet, Deneva Station, can claim to have some of the best weather in the Galaxy, resembling a smog-free Los Angeles spring afternoon year round. In the northern oceans, circulator currents keep temperatures mixed, which can cause rough weather and even hurricanes, but most of the storms never cross the equator onto the southern continents.

Geography

Almost all of Deneva's northern hemisphere is ocean; the three large continents are all in the south. The long, kidney-shaped southernmost continent, Sibir, is cold and mountainous, and almost completely uninhabited. The two other continents, Bolshoi (the largest) and Menshoi (the smaller) have low mountains along their southern flanks and large rivers flowing north into the ocean. Both continents support large ranches and farms, which serve primarily as research centers into efficient organic agriculture and testing grounds for new fertilizers or counter-pest organism release programs. Deneva Station is on the southwestern coast of Bolshoi, about a mile and a half inland. Up country, a fully-functional spaceport welcomes freighters and trading ships without transporters or otherwise dependent on ground services.

Civilization

From the beginning, Deneva served as a kind of "laboratory of colony building," where specialists from all fields would come to get some hands-on experience on a world with plenty of room for error. Deneva Station supports top-flight research institutes in biology, agronomy, metallurgy, hydrology, kinesthetics, and most recently xenobiology. Denevans' Starfleet alumni often retire to the planet, and even families of other officers move to Deneva after hearing about the perfect weather, great natural beauty, and interesting work available there. Well satisfied with its lot, Deneva remains a colony; its governor is appointed by the Federation Council, but is usually a former Starfleet official with family ties to the planet.

History

The Denevan ecology was fairly undeveloped when the colony ship *U.S.S. Yermakov* arrived in 2165 to establish a permanent Federation presence in the system. Terraforming was minimal, as most Earth plants and animals grew and flourished easily in Deneva's warm, equable climate. The Deneva colony's only troubles came from the occasional Orion pirate or Terabian raider, which the colonial militia could

Illustration by Kieran Yanner

usually fight off using converted freighters and mining lasers. However, Deneva's position along a major trade route led to contacts with not only the Tellarites and Andorians, but other races as well. Unusually for such a relative backwater planet, Deneva came to supply many of Starfleet's best-educated and most-cosmopolitan officers. The colony itself grew slowly, but surely, reaching a stable population of one million by the mid-2240s.

In 2267, ships from Ingraham B brought an infestation of neural parasites, which attempted to take control of the entire population of the planet. The parasites had destroyed civilization entirely on Beta Portolan five centuries before, and caused epidemic madness on Levinius V and Theta Cygni XII before reaching Ingraham B in 2265. The *U.S.S. Enterprise*, investigating the phenomenon, reached Deneva barely in time to prevent another tragedy. Deploying 210 trimagnesite satellite flares, Starfleet managed to neutralize the parasites by drenching the planet in strong ultraviolet radiation, the parasites' weakness discovered by *Enterprise* surgeon Leonard McCoy. Although the planetary cancer rate briefly climbed, aggressive treatment returned Deneva to its peaceful, prosperous state shortly thereafter.

Places of Interest

The primary place of interest to offworlders on Deneva is the Aurelan Kirk Memorial Institute for Xenobiological Studies in Deneva Station. Established in the wake of the neural parasite attack, this institute is famous for researching other interstellar life forms, especially dangerous or predatory ones. Specialists and scholars at the Aurelan Kirk Institute have a reputation for thinking of their work as "defense research" or "pest control" rather than pure biology. Ecologists and other exobiologists sometimes question the Institute's attitudes and research methods—colonists from threatened worlds, however, often call in the Institute if they think Starfleet isn't taking the danger of interstellar infestation seriously.

The director of the Institute, Dr. Piotr Gomez, has recruited a top-flight staff from all over the Federation and beyond; even Klingon admirals have lectured at the institute, or given seminars on alien life-form combat techniques. Gomez' reputation for fire-eating aggression against interstellar predators is second only to his reputation for brilliant and closely-argued research. Whether his own tragic personal history (losing his mother to an attack by the Crystalline Entity) plays any role in the quality of his scientific thought remains unknown, even to his closest colleagues.

- ASTRO NAV 691 G-RTE 736 468 001 498 548 876 223
- A-BEV REC 37 11N 676 224 146 367 937
- EARTH S-SYS 78-1 GO 224 146 937 333 757 159 970
- VAR AST-9/77/4ME NA 767 040 767 916 761 535 915
- OSO STD 13-1 065 321 989 555 077 067 151

N45 001 749854 411 00812 9923
76 R22 387 622367 92 372 31057 8242
L82 249 194426 919 89190 1310
H76 224 146367 858 11394 9129

- ASTRO NAV 3 224 146 643 876
- REC 37 4N 757 937
- EARTH 4-19 66 114 876 969 97 548
- FIX AST-9SOL 390 224 040 989
- OSO STD 13-1 937 333 761 343

Illustration by Blake Beasley

7581-6

8925-7

3234-8

DESSICA II

91-75

PLANETARY PROFILE

PLANET NAME: DESSICA II
CLASS: M
MOONS OR RINGS: NO MOONS
GRAVITY: 0.9 G
CLIMATE: STANDARD ATMOSPHERE, 63% HYDROSPHERE, VARIABLE TEMPERATURES
DEMOGRAPHICS: HUNDREDS OF MILLIONS OF FEDERATION "COLONISTS" AND HUNDREDS OF MILLIONS OF HUMANOID NATIVES
CIVILIZATION: AGGRESSIVE AND INDEPENDENT, TL 8, ANARCHY
RESOURCES: MERCENARIES AND SPIES

Dessica II is a backwater Class M world located near the Romulan Neutral Zone. Once an outpost of the Romulan Star Empire, it is now a sore on the body of the Federation, a haven for fugitives, freebooters and shady operators of many different persuasions.

The Romulans first attempt to colonize Dessica II in the 17th century; by the 18th century, they have abandoned the world to its own developments due to its lack of promising resources and its persistent anarchy.

Location

Dessica II is the second planet of the Dessica system, which is located in Beta Quadrant, just on the Federation side of the Romulan Neutral Zone.

Climate

Freezing storms wrack Dessica II's sub-arctic belts, while mild temperatures and relative calm prevail in the tropics. Within the planet's many mountain valleys, however, much rain falls, days are warm and nights are cold no matter what the latitude.

Geography

Dessica II's landmass is divided into three large continents linked by narrow land bridges, so that they form a roughly triangular whole. The major city of Shiloh is located on New Haven, the central continent. The planet's other large city, Aglakh, is located on the western continent, Kertal. All three continents are full of deep, isolated mountain valleys that provide many excellent places to hide.

Civilization

It isn't so much the case that government on Dessica II is sufficiently corrupt for criminals to flourish there, as it is that no government exists at all and that's how the inhabitants like it. Dessica II offers sanctuary to just about anyone and anything who wants to avoid the law's stony glare and can handle a weapon well enough to keep everyone else from taking what they have. No one here recognizes an authority higher than his own wits or the business end of a weapon, and no one has ever tried to impose one.

The majority of Dessicans come from off-world and only stay as long as they need to. They live scattered among the planet's secluded mountain valleys, collecting in small settlements held together by mutual convenience. Others try to conceal themselves in plain sight in the two large cities, Shiloh and Aglakh. Many Dessicans are affiliated in some way with the Yridians or the Orion Syndicate, and either may exert considerable influence over what happens on Dessica II, but in no real sense do they control the planet. In fact, the Yridians on the planet belong to several different networks and sometimes work at cross-purposes, and the same is true of the rival Orion factions. In short, Dessica II boasts a society that is completely and absolutely open, for better and worse—mostly the latter.

Dessica II also hosts an aboriginal population of intelligent humanoids who have never cared much for the presence of off-worlders on their planet. Very little is known about them, although the Dessicans call them "Wawus" after their distinctive hunting cry, which they also utter when attacking their enemies. When the Romulans first arrived (see below) the Wawus fought them with bronze-tipped javelins and melee weapons. By the 23rd century they had developed crossbows and steel weapons, but not firearms. They seem to live in small groups, existing on subsistence farming and hunting.

The Wawus did not interact with the Romulan colonists at all except to attack them, and they feel pretty much the same way about the riff-raff who came after the Federation took possession of the system. No one has translated their language into Federation Standard, and no one even knows just how many of them there are, although those who bother estimate their population in the hundreds of millions.

89-647
821-3
239-51
6512-41
23648
23647
4200-17
1564-20

Illustration by Kieran Yanner

History

Dessica II was discovered and settled by the Romulan Star Empire in 1650. Ranging far and wide during their early days of interstellar travel, long before the Federation even existed, the Romulans established an outpost here to claim the Dessica system. Those first Romulan settlers found the planet hostile, however. Its terrain made navigation difficult, and they could not find any natural resources worth exploiting. Worst of all, the Romulan enclave faced constant harassment from the Wawus, who used stealth and superior numbers to offset their steep technological disadvantage. By the turn of the next century, the Romulans had had enough. They abandoned Dessica II.

The planet remained untouched for the next 500 years, even as the Romulans confronted the upstart Earth civilization in the mid-22nd century. The Cheron Treaty, which formally ended the Romulan-Earth War in 2160, redrew the boundaries of the Romulan Star Empire so that the Dessica system now lay outside them, just on the Federation side of the Neutral Zone.

The UFP paid even less attention to Dessica II than had the Romulans. The planet lay too close to potentially hostile territory to rank high on the list of promising new colony worlds. If the Federation was too busy to "discover" Dessica II, though, some of its private citizens were not. Over time, the existence of this habitable world that the UFP authorities all but ignored became an open secret among those whose career choices mandated a good hiding place. As a result, outlaws, freebooters, mercenaries and spies of various stripes came to the planet, all of them seeking privacy in Dessica II's rugged terrain.

By 2370, when Starfleet Captain Jean-Luc Picard came there on one of his archaeological vacations only to run afoul of Arctus Baran, the world was a notorious hideout for rogues and cutthroats. Both the Orion Syndicate and the Yridians kept many operatives there. The Picard-Baran incident, in which witnesses thought they saw a Starfleet officer murdered in a seedy bar in Shiloh, finally brought down the light of official scrutiny. Even a detailed report on the intense and rampant criminal activity on the planet failed to spark any action to clean up the place. The reason for the Federation's failure to act has never been determined, but it may be that criminal elements exert more influence in the UFP bureaucracy than they ought.

Places of Interest

Shiloh is Dessica II's largest city, with a population of just over one million. Any estimate of its size must be taken with a grain of salt, however, since so much of its population is either transient or reluctant that anyone should know that they're there. Since the city has no real civil government, it has no public buildings or monuments of any kind—except for the spaceport, which was built with Yridian money. It is simply a sprawling collection of bars, flophouses, vice dens and residences built with various kinds of ill-gotten gain.

Neral Station is the site of former Romulan settlement, and it is located on a hilltop 300 miles due south of Shiloh. Little can be found here now except the crumbled husks of buildings abandoned hundreds of years ago. It is a site of genuine interest to archaeologists, and in 2370 Arctus Baran came here in search of the legendary Stone of Gol.

Illustration by Blake Beasley

DYSON SPHERE

PLANETARY PROFILE
PLANET NAME: DYSON SPHERE 1
CLASS: M (SEE BELOW)
MOONS OR RINGS: NO MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 71% HYDROSPHERE, MODERATE TEMPERATURE
DEMOGRAPHICS: NO NATIVES
CIVILIZATION: NO REMAINING CIVILIZATION EXCEPT FEDERATION RESEARCHERS
RESOURCES: ENGINEERING THEORIES

Located near Norpin Colony on the outskirts of Federation space, the first catalogued Dyson Sphere managed to evade visitors for several years after its inadvertent discovery in 2294, because the only ship that located it crashed there. Until the discovery of the sphere, the Federation had assumed such technology improbably difficult to implement. This discovery, of course, changed all manner of notions about engineering—and about what sorts of precursor races may have lived in the Galaxy.

Though the *Jenolen* crash landed on the Dyson Sphere in 2294, it wasn't until the *Enterprise*-D arrived in the 24th century that any survivors were found—and only one, at that.

Location

The Dyson Sphere encloses a yellow G type star in the Alpha Quadrant near the Federation's Norpin Colony on Norpin V. The discovery of the Sphere was something of a shock; because it completely enclosed its supporting star, it was difficult to detect until astronomers knew what they were looking for. The Federation considers the location of the sphere inside of UFP boundaries to be a happy coincidence—many admirals dreaded the possibility of threat races stumbling across such a discovery and learning the engineering secrets thereupon.

Climate

Although the Dyson Sphere is an artificial construct, it does have a class M atmosphere generated and maintained by internal equipment. The surface shows no signs of soil or attempts to lay down plant or animal life, though. Possibly such life forms died out, or were never placed.

Geography

"Geography" is a bit of a misnomer for an object of this type; the Dyson Sphere is 200 million kilometers in diameter, with an interior surface of several tens of trillions of square kilometers. The only distinctive geography takes the form of various mechanical conduits, doorways, and relays, the purposes of which have barely even begun to be mapped by Starfleet.

Civilization

Starfleet and Federation researchers still don't know who built the Dyson Sphere, or why. It's clear that the materials involved must have come from a great many worlds, but many nearby planets—such as Norpin V itself—show no signs of any strip-mining.

It is clear from the construction that the sphere was built by a species with the ability to terraform, and with the means and desires to build practical defenses. What sort of disaster could have decimated such a species before it could finish this feat, none can say. The fact that no other such spheres have yet been located seems to indicate that it was a solitary project for the builders—a feat of engineering to take the entirety of the race's skill and resources. Perhaps the race was destroyed before it could complete the task—a possibility for a now-extinct race like the Iconians or Husnock—or perhaps the race transcended its physical form during the process and left the sphere abandoned.

History

As far as the Federation is concerned, the sphere is history—the final monument to an unknown race. The history most pertinent to Starfleet crew, however, concerns the sphere's discovery and re-discovery. The *U.S.S. Jenolen* crash-landed on the sphere in 2294 while detouring to explore the mysterious feature. Only two crew members survived the crash, by remaining looped in a transporter pattern buffer. It was over seventy years later that the *U.S.S. Enterprise*-D discovered the sphere again and managed to retrieve a sole survivor from the buffer: none other than Montgomery Scott, former chief engineer of the *Constitution*-class *Enterprise*.

Illustration by Kieran Yanner

21-675
367-1
268-74
98-7821
97653
45136
23-7814
42-6378

Since then, the Federation has kept the sphere under careful wraps, to prevent infiltrators from making off with its fantastic technology. A science team posted there with the aid of a specially-commissioned Nova-class vessel, the *U.S.S. Freeman Dyson*, continues to work on solving the puzzle of communicating with the sphere's automation system.

Places of Interest

In a sense, the Dyson Sphere is a place of interest: An artificially-built shell surrounding an entire star, with an interior surface area sufficient to hold most of the Federation's citizens all at once. Until the *Freeman Dyson's* staff makes a report on the safety of the shell, though—which probably won't happen for several decades—any sort of colonization effort remains verboten. Instead, the sphere is a place for science and engineering architecture and marvels. Here, it's proven that the "laws" of engineering really can bow to significantly dedicated minds.

In addition to doing research on the sphere itself, specialized computer science groups try to puzzle out the communications arrays of the sphere. Former attempts at communication led to the opening of various apertures that allowed ships like the *Enterprise*-D to enter the sphere, but also triggered defensive mechanisms. Since the scientists involved haven't even isolated the computer system yet (which seems to be a grid distributed throughout the sphere's area), this problem promises to be a long-term one.

• ASTRO NAV 691 G-RTE	736	468	001	498	548	876	223		N45	001	749854		411	00812	9923	• ASTRO NAV 3		224	146	643		676
• A-BEV REC 37 11N			676	224	146	367	937						927	03473	6732	• REC 37 4N		757				937
• EARTH S-SYS 78-1 GO	224	146	937	333	757	159	970	76	R22	387	622367	92	372	31057	8242	• EARTH 4-19	66	114	876	969	97	548
• VAR AST-9/77/4ME NA	767	040	767	916	761	535	915		L62	249	194426		919	89190	1310	• FIX AST-9SOL		390	224	040		989
• OSO STD 13-1	065	321	989	555	077	067	151		H76	224	146367		858	11394	9129	• OSO STD 13-1		937	333	761		343

• ASTRO NAV 691 G-RTE	736	468	001	498	548	876	223		N45	001	749854		411	00812	9923	• ASTRO NAV 3		224	146	643		676
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• EARTH S-SYS 78-1 GO	224	146	937	333	757	159	970	76	R22	387	622367	92	372	31057	8242	• EARTH 4-19	66	114	876	969	97	548
• VAR AST-9/77/4ME NA	767	040	767	916	761	535	915		L62	249	194426		919	89190	1310	• FIX AST-9SOL		390	224	040		989
• OSO STD 13-1	065	321	989	555	077	067	151		H76	224	146367		858	11394	9129	• OSO STD 13-1		937	333	761		343

Illustration by Blake Beasley

EARTH

PLANETARY PROFILE

PLANET NAME: EARTH
CLASS: M
MOONS OR RINGS: ONE MOON (LUNA)
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 67% HYDROSPHERE, MODERATE TEMPERATURE
DEMOGRAPHICS: BILLIONS OF HUMAN NATIVES WITH A SMATTERING OF ALIEN PERMANENT RESIDENTS
CIVILIZATION: OPEN AND EXPANSIVE, TL 8, DIRECTLY GOVERNED BY UFP (REPUBLIC)
RESOURCES: INDUSTRIAL GOODS, PRECIOUS METALS, AGRICULTURAL PRODUCTS

Earth, the prototypical Class M planet, is the homeworld of the Humans and also the home of UFP and Starfleet headquarters. As such, it is the nerve center of the Federation. Some would also say that Earth is also its heart and soul, since the Humans' long history of intramural conflict has at last taught them the value of peaceful cooperation between races.

Eras: As the home of Humanity, Earth is a central world in every era. In the 21st century, it's the site of vicious world wars; by the 22nd century, it's under a unified world government, which gives way in the 23rd century to the seat of the United Federation of Planets. In the 24th century, the Dominion (correctly) identifies Earth as the keystone of the Federation.

Location

Earth is the third planet of the Sol system. It is located in Sector 001 of Alpha Quadrant, near the border with Beta Quadrant. The system also lies close to the border between the Federation and the Klingon Empire.

Climate

Earth sets the median climate standard for Class M planets. Temperatures in the polar zones almost never rise above freezing and are inhospitable to life. Both north and south sub-arctic zones are also hostile to life, but plants and small animals exist here. Humans also live in sub-arctic zones, but only with the aid of sophisticated shelters, and they have never populated these parts of the planet very densely. By contrast, temperatures around the equator are often too hot for comfortable Human habitation during the summer, and until the advent of Earth's weather control network in the 23rd century, violent storms threatened the equatorial tropics. However, this has not prevented dense Human populations from forming in tropical areas. In fact, many Humans who live in regions closer to the poles make brief seasonal migrations to the tropics during the winter. Most Humans agree that sub-tropical regions provide the most suitable climate for permanent habitation. Earth's population is concentrated in its sub-tropical belts, and most of its great civilizations have emerged in the sub-tropics.

Geography

By tradition, Earth's landmass is divided into seven continents: Africa, Antarctica, Asia, Australia/Oceana, Europe, North America and South America. Of these, Antarctica covers the planet's South Pole, and although it is heavily mined for natural resources, it has very few permanent inhabitants. North America and Europe are the most heavily industrialized, with Asia running close behind them in terms of economic development. The highest point on the planet, the peak of Mt. Everest, is located in Asia, just north of the Indian subcontinent.

Earth's hydrosphere is divided into seven large bodies: the Arctic Ocean (which covers the North Pole and is frozen over with a thick ice cap year-round), the Arabian Sea, the Atlantic Ocean, the Caribbean Sea, the Indian Ocean, the Mediterranean Sea and the Pacific Ocean. Of these, the Pacific Ocean is the largest. It surrounds the entire continent of Australia and the islands of Oceana. The lowest point on the planet, the Marianas Trench, is also located in the middle of the Pacific.

Civilization

Humans are famous among other starfaring races for their curiosity and adaptability. The former quality has driven them to explore as much of the Galaxy as they can reach, while the latter has enabled them to establish themselves in a wide range of environments and master many different tasks. Either way, they have come through the glory and infamy of their history to become the Federation's dominant race.

Since helping to inaugurate the UFP in 2161, Earth has had no world government to speak of, and its remaining nation-states have seen their sovereign rights

Illustration by Kieran Yanner

and powers fade into irrelevance. Their traditional heads of state serve little more than cosmetic purposes, and some states no longer even bother to field one at all. All residents of Earth and all extraterrestrial settlements that have traditionally fallen under Terran colonial authority are governed by the UFP and are subject to Federation civil law. Old national currencies have also faded away, and all economic activity is measured in Federation Credits. Traditional languages still survive in literature and song, and as objects of study and archaeo-linguists, but Federation Standard is the generally recognized first language of Humans.

History

Earth is one of the Federation's charter members, and as such, Humans have done their best to encourage peaceful interaction between the Galaxy's intelligent life forms. They don't always succeed, but as they like to say, "At least we tried." Indeed, one could say that just about the entire history of Human civilization is a chronicle of failed attempts to get along with itself until, at last, humanity got it right.

For roughly 6000 years, Humans organized themselves into separate political entities based on tribal identity, loyalty to a great leader, democratic (but ultimately vague) conceptions of nationality, or some combination of the three. These entities, whether they called themselves empires, kingdoms or nations, fought each other as much as they cooperated with each other, competing for living space, natural resources, and other forms of political and economic advantage.

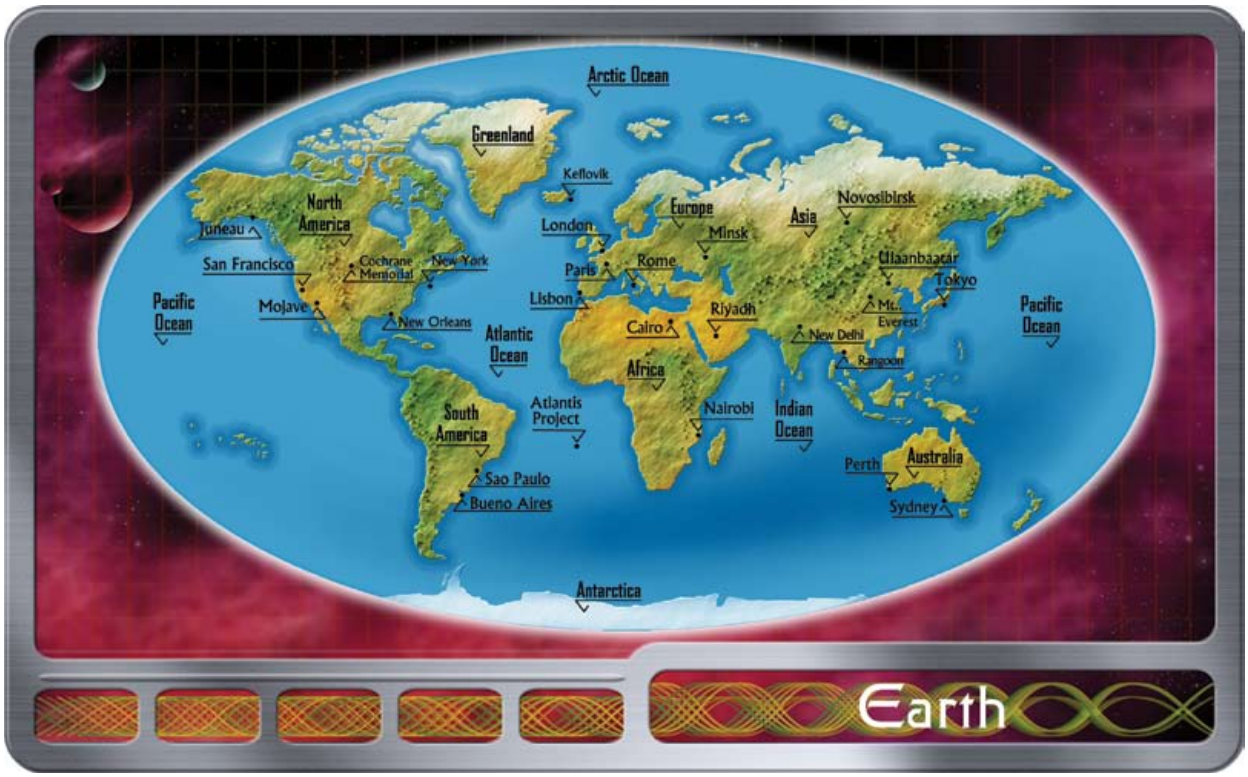
Many of these wars had disastrous effects on the local or regional level, but it wasn't until the 20th century that warfare proved calamitous on a global scale. Dramatic advances in industrial technology pioneered in the previous century allowed the planet's major nation-states to develop truly destructive weapons, produce them in large numbers as well as mobilize the manpower to deploy them, and project them across vast distances. Two such wars resulted in hundreds of millions of military and civilian deaths between 1900-1950, and the second conflict also saw the Humans deploy for the first time weapons based on nuclear fission.

The experience was sobering enough to produce a temporary lull in widespread conflict, as well as the Humans' most serious attempt at world government to date, known as the United Nations. Founded with great hopes, the United Nations ultimately failed because it had no real power to curb the sovereign rights of its member nation-states, and exerted little influence over powerful private interests.

The latter fact became painfully obvious in the 1990s, when a privately funded team of scientists used genetic engineering techniques to produce a group of Humans who were physically superior to the average run of the species. These carefully bred Humans came to believe that their superior abilities gave them the right to rule over others, and in a superbly orchestrated series of coups, they quietly and anonymously took control of the Earth's 40 largest nation-states. The most powerful of them, Khan Noonien Singh, secretly reigned over one-fourth of the planet's population at the height of his power. However, these "supermen" quickly fell out with each other, launching a calamitous economic war (known as the Eugenics War) even more destructive than the two major conflicts of the first half of the century. In 1996, after four years of catastrophe, the ruled rose against their rulers, re-establishing their former national identities and exiling Khan and his cohorts into deep space.

The resurgent nations of Earth quickly resumed their old rivalries. In 1999, philanthropist Optimo Basilius embarked on a very different kind of private venture, sponsoring a project that took 2,000 volunteer colonists from the United States of America and the People's Republic of China and sent them into deep space. Basilius hoped that these representatives of the planet's two most powerful nations would find a new home where they would cooperate with each other. These would-be pioneers disappeared from view when Earth's next great catastrophe destroyed the tracking system that was following them, and their fate remained a mystery for over 200 years.

That next great calamity began in 2053. Most contemporary accounts of that period, known ever after as World War III, were lost and the historical record remains fragmentary. Based on existing evidence, historians have deduced that the war was largely provoked by Colonel Jamison Green, a former United States Military officer and failed Presidential candidate. Green engineered a grave crisis to throw



the American government into chaos, thus allowing him to launch a coup and seize the power he could not gain through legal means. Using his connections within the American military chain of command, he launched unauthorized nuclear weapon attacks against other nations, provoking a global conflict that ultimately took 600 million lives.

The war plunged the Humans into another dark age, in which advanced civilization survived only in pockets. It took the legendary scientist and inventor Zefram Cochrane to revive his race's fortunes. In 2063, he and his assistant Lily Sloane propelled the Humans into the interstellar age when they developed Earth's first warp drive engine from a modified Titan V rocket. The warp signature from Cochrane's ship, the *Phoenix*, alerted a passing Vulcan vessel to the existence of an advanced civilization on Earth. The Vulcans promptly initiated first contact, marking the first *formal* contact between Humans and an alien race. (Prior contacts with Vulcans, Ferengi, and Devidians were all cloaked in secrecy or unnoticed by Humans of the time.)

As their philosophers and social scientists had long predicted, this momentous event forced a radical shift in how Humans viewed themselves. Knowing for certain that a Galaxy rife with other intelligent species surrounded them, dominance among their own kind seemed less important than cooperation with their own kind in the name of unity. This new philosophical paradigm gave Humans the impetus to rebuild their civilization and launch a new age of interstellar exploration.

In 2149, Human scientists invented the first functional transporter device, and in 2151 the *Enterprise NX-01*, a prototype starship capable of warp 5, launched from the San Francisco Shipyard. In the early 22nd century, conflict between another Human starship, the *Endeavor*, and a Romulan vessel sparked a war between Earth and the Romulan Star Empire. The Romulans' superior warship design gave them an early advantage, but Earth's shipyards ramped up production, eventually giving them an offsetting numerical edge. The war ended after Human forces inflicted a decisive defeat at the Battle of Cheron. The armistice established a neutral zone between the Romulan Empire and what later became Federation space.

In 2161, delegations from Earth, Andoria, Vulcan, Tellar and Alpha Centauri met on Epsilon Eridani and drafted the conventions that founded the United Federation of Planets. From that point on, Human history becomes virtually synonymous with that of the UFP. Although Earth's population remained predominantly Human, continual interaction with other races and its central role in the Federation also created pockets of permanent alien residents, with the largest centered around the Federation Council in San Francisco.

As the most important homeworld in the Federation, Earth remained largely insulated from the interstellar conflicts that raged elsewhere in the Galaxy. The arts and sciences flourished, and the planet became a living advertisement for the benefits of peace, prosperity and Human ingenuity. This state of happiness was interrupted, however, by the Dominion's last great throw of the dice in the Dominion War—the dramatic Breen raid in 2375 that blasted Starfleet Headquarters and reduced much of San Francisco to rubble.

Illustration by Blake Beasley

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Places of Interest

Even before Humans colonized Mars, they established a presence on the Earth's only satellite, Luna, in 2050. The nascent Lunar settlement provided a safe haven during World War III, and saw a surge in population during its first decade from war refugees. By the 24th century the moon hosted a population of 50 million Humans, all of them living in domed settlements, devoted largely to mining, industrial production and hydroponic farming. The largest population center on the moon is Tycho City, which is located in and around the bowl of the Tycho Crater. Tycho City is the seat of the colonial government, which fell under the direct jurisdiction of the Federation when the UFP was founded.

The Borg invasion of 2369 put a scare into the moon colony, as residents participated in regular civil defense drills and hoarded emergency supplies. Fortunately, no violent incidents were reported. The most notorious incident from that time occurred in the settlement of New Berlin, where jumpy civil defense volunteers reported sighting a Borg cube, only to have their supervisor determine that they'd spotted a Ferengi trading vessel.

On the Earth itself, the scenic and cosmopolitan city of San Francisco, located on the west coast of North America, is the nerve center of the UFP. The Federation Council chambers and administrative offices are located here, as are Starfleet Headquarters and the main campus of Starfleet Academy. Both Starfleet HQ and the city at large took severe damage in the Jem'Hadar raid at the end of the Dominion War, but reconstruction began almost immediately.

The office of the UFP President is located in Paris, one of the major cities in western Europe. It is housed in a sleek skyscraper on the banks of the River Seine, within walking distance of the Eiffel Tower. The site was once occupied by the Champ de Mars, where the 19th century dictator and would-be conqueror of Europe Napoleon Bonaparte used to review his soldiers. The UFP chose it quite deliberately, not just for its beauty but for its historical significance, replacing a landmark that celebrated war with one dedicated to peace and mutual understanding. The UFP also believed that its executive branch ought to be located halfway around the planet from the Council in order to preserve its independence, out of earshot of the constant cacophony of the Council chambers.

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• A-BEV REC 37 11N	676 224 146 367 937	
• EARTH S-SYS 78-1 GO	224 146 937 333 757 159 970	76 R22 387
• VAR AST-9/77/4ME NA	767 040 767 916 761 535 915	L62 249
• OSO STD 13-1	085 321 989 555 077 087 151	H76 224

EKOS

PLANETARY PROFILE

PLANET NAME: EKOS
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 60% HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: HUNDREDS OF MILLIONS OF HUMAN-LIKE ALIENS
CIVILIZATION: AGGRESSIVE AND BOLD, TL 5, DICTATORSHIP/FEDERAL REPUBLIC
RESOURCES: AGRICULTURAL PRODUCTS, TEXTILES, NATIVE CRAFTS

A social experiment gone awry nearly wrecked Ekos, home to the crafty and warlike Ekosians. The fact that a Federation representative conducted this experiment was an embarrassment to the UFP, which has done its best since then to patch over the damage.

Eras: Ekos first came to Federation attention in the early 23rd century; in the 2360s, Federation sociologist John Gill arrived and upset the delicate balance of the society. Most of the Federation's attention on Ekos in the next century hinged on trying to restore the society to a "natural" course of evolution, and encouraging a peaceful changeover.

Location

Ekos is the inner planet in the M43 Alpha system, located in the Alpha Quadrant.

Climate

Ekos' climate falls well within the norms for Class M worlds. Most Ekosians live in the planet's sub-arctic and sub-tropical zones. Ekos' equatorial zones are habitable, but strong tropical storms and unfriendly terrain have discouraged dense settlement there.

Illustration by Kieran Yanner

Geography

All Ekosians live on one large continent that stretches across both sub-arctic bands. The sub-arctic regions are mostly frozen tundra and only marginally habitable. The sub-tropical regions are fertile agricultural plains, and most Ekosians reside there. The equatorial belt is mostly mountain and dense rain forest.

Civilization

The Ekosians bear a striking resemblance to Humans, both physically and anatomically. They are crafty and tough, and they tend to be suspicious of strangers. They are quite good at setting elaborate ruses or traps to test strangers' intentions. Ekosians also have a long history of internecine warfare, so they know how to fight and do not shy from confrontation.

Traditional Ekosian society exhibits a mixture of tribal and feudal characteristics. Individuals identify most strongly with their clans, or extended families, which in turn owe allegiance to a local feudal lord or tribal chieftain. Each local leader owes fealty to a regional overlord. At every step of the social ladder, those below owe their superiors a tax (whether in the form of money, goods or service) in return for physical protection and governmental services.

The disruptive period known as the Gill Interregnum (see below) tried to destroy these bonds and replace them with them with an ideal of obedience to a centralized state above all else. After John Gill's handiwork was dismantled the old ways quickly returned. Subsequent Federation advisers steered the Ekosians into creating a global federation of 24 regional states, all of which were recreated with historical precedent in mind. Representatives from each state meet for three months out of every year to decide matters of global importance, but each retains complete autonomy over its own provincial affairs.

The Ekosians consider themselves a warlike race, but they also have a rich culture of art and artifacts that bring to mind the great civilizations of Iron Age Earth. They have vibrant literary and oral storytelling traditions, the most popular subjects of which are the glorious deeds of past kings and the warriors who fought for them. Ekosian handcrafted ceramics and textiles are noted for their colorful designs. Since Ekos became a Federation member, these artifacts have found strong export markets in certain sectors of the Alpha Quadrant. Troupes specializing in Ekosian folk dance, which is noted for its hypnotically slow and austere movements, also perform throughout Alpha Quadrant.

History

For most of their history, the Ekosians lived as a collection of warlike tribes or semi-feudal states. These simple political entities fought each other constantly, leaving Ekos globally in a state of perpetual anarchy. The Ekosians' own historical accounts proudly describe them as a ferocious, warlike people who organized themselves into tribes, and then semi-feudal states led by warrior-kings. These political entities fought each other constantly. Technologically, they had barely left the Iron Age when the Federation first discovered them in 2260.

Shortly thereafter, historian John Gill came to Ekos as a UFP cultural observer and precipitated the calamitous Gill Interregnum. The warlike Ekosians shocked Gill, and he made the fateful decision to violate the

Illustration by Blake Beasley

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Prime Directive and take their social evolution into his own hands. Capitalizing on their respect for him as a visitor from a more advanced civilization, he swept aside their entire history and condensed into several years political developments that took centuries on his native Earth. He also gave the Ekosians indsutrial technology. He even persuaded them to abandon their native tongue in favor of Federation Standard. His efforts created a totalitarian world government through which he tried to replicate the orderliness of Nazi Germany without its intrigue and genocidal hatred of outsiders.

The experiment failed disastrously, for Gill had failed to unravel the generations of experience that had taught the Ekosians that force validates the exercise of power, and that hatred serves as a powerful rallying point. In 2268, Deputy Fuhrer Melakon seized control of the government in a daring coup. He used Gill as a captive figurehead, and united his people behind a genocidal war against the Zeons, a technologically advanced and peaceful civilization based on Zeos, the outer planet in the M43 Alpha system. Only active intervention by the Federation starship *Enterprise*, with the help of armed dissident Ekosians, toppled Melakon's regime. John Gill was killed in the process, sparing him the trouble of answering for his gross violation of the Prime Directive.

In the wake of the Gill Interregnum, Federation advisers (closely supervised this time) helped rebuild Ekosian society. The Ekosians made peace with the Zeons and welcomed trade and cultural contacts with the Federation. They applied for, and received, UFP membership in 2373. No Ekosians have served in the Federation civil service or diplomatic corps since then, but an adventurous few have signed on with Starfleet. However, not every Ekosian accepts peace and integration into the brotherhood of races; a few die-hard admirers of Melakon still haunt the margins of Ekosian politics, agitating for a new war with Zeon and a return to a single, autocratic world government.

Places of Interest

Ekosis, traditional capital of the ancient kingdom of Thalossis, is the largest city on Ekos. It was here that John Gill planted the seat of government for the kinder, gentler version of Nazism that he created for the Ekosians. After his death, the new federal government preserved his palatial central governing structure. Some Ekosians have clamored for moving the government to the old Thalossian royal palace, a smaller but somehow more imposing structure. Critics, however, cite the cost of repairing the ancient palace, which fell into severe disrepair during the Gill Interregnum.

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ELAS

PLANETARY PROFILE

PLANET NAME: ELAS
CLASS: M
MOONS OR RINGS: 3 MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 60 % HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: BILLIONS OF HUMAN-LIKE ALIENS
CIVILIZATION: AGGRESSIVE AND EXPANSIVE, TL 7, MONARCHY
RESOURCES: AGRICULTURAL PRODUCTS, NATIVE TEXTILES, JEWELRY AND CRAFTS

Elas, one of two inhabited Class M worlds in the Tellun system, is home to the haughty and militaristic Elasians. The Elasians warred with their spacefaring neighbors, the Troyians, for generations until the Federation stepped in to broker a peace between the two sides. The Federation has an ongoing interest in keeping things quiet in the Tellun system, since the Troyians' homeworld of Troyius is a key supplier of dilithium.

Eras: Elas first appears on the Federation scene in the 23rd century. Successful negotiations turn the world into a peaceful ally by the 24th century.

Location

Elas is the inner planet in the Tellun system, which is located in Alpha Quadrant.

Climate

Elas has a climate that corresponds with the mean for Class M worlds, except that its precipitation is slightly below average. Its sub-arctic regions are cold and dry and lashed in the winter by strong winds; few Elasians live there, and those who do rely on hunting and gathering instead of agriculture. The tropical and

Illustration by Kieran Yanner

sub-tropical bands are well suited to agriculture and settled living, and so the vast majority of Elasians live near the equator.

Geography

Elas has five continental landmasses, each of which are connected by narrow land bridges or separated from the rest only by narrow bodies of water. The three closest to the equator are the most densely inhabited, and they feature fertile plains and mountain valleys that can support high population levels.

Civilization

Elasians are a humanoid race characterized by their square-shouldered builds, tan complexions, high cheekbones and almond-shaped eyes. Elasian females are renowned for their beauty throughout their sector of Alpha Quadrant. Even more remarkable, their tears contain psychotropic chemicals that are absorbed through the skin, so that whoever touches the tears of an Elasian female falls in love with her.

Throughout their history, the Elasians have been a tribal and warlike race with a semi-feudal social and political structure. Individual Elasians owe their primary loyalty to their local chieftain, who has the right to demand service from all of their followers of military age (for most of their history, only males served as soldiers, but more recently some leaders have allowed females to serve as well). In turn, local warlords owe their allegiance to a regional overlord, although some local lords pay homage directly to the Elasians' world leader, the Dohlman. Each Dohlman rules for life, and upon the death of one all of the regional lords and the most important local leaders gather to elect a new one from amongst their own ranks.

It isn't always easy for a member of an alien race to get along with an Elasian. They cultivate a haughty demeanor, especially if they are of noble birth. They do not yield easily or gracefully when disagreeing with someone, and they believe that showing weakness—especially to non-Elasians—is the most contemptible thing that they can do. This makes them difficult negotiating partners, but Federation anthropologists who have studied the Elasians argue that it is the logical end product of a culture through which warrior virtues have been disseminated so thoroughly for so long.

Unlike its sister planet Troyius, Elas possesses no mineral wealth around which an export economy could be built. Its fertile plains allow the Elasians to produce more food than they need for themselves, though, and so agricultural staples are its main export, along with native crafts, textiles and jewelry.

History

The Elasians share the Tellun system with another spacefaring race, the Troyians, who occupy the homeworld of Troyius. Both races developed the capacity for interplanetary travel in the 22nd century, but from the moment that they became fully aware of each other they became rivals, and rivalry quickly led to war. Elas and Troyius attacked, raided and bled each other for decades before they made first contact with the Federation in 2258. Both joined the UFP soon thereafter, but continued to skirmish.

Federation geological surveys then confirmed that Troyius held valuable heavy metal and mineral deposits. This conferred great strategic importance on the

Illustration by Blake Beasley

planet. In 2268, Starfleet sent no less an ambassador than the *Enterprise* to aid peace negotiations between the warring parties. An agreement to end the war and betroth Dohlman Elaan of Elas to the Principus of Troyius nearly collapsed, however, when *Enterprise* captain James Kirk briefly became enamored of the Dohlman after coming into contact with her tears. Captain Kirk shook off the effects of the aphrodisiac and saw to it that both sides signed and swore to the peace treaty.

Upon her marriage, Elaan abdicated, thus becoming the only Dohlman of the Elasians to vacate the position before her death. She was succeeded by her nephew, Dokkun of Panderos. Since Elas and Troyius made peace with each other, there have been no significant violations of their treaty, although every generation of Elasians seems to have its young bucks who wonder why Dohlman Elaan ever consented to it (on submissive terms, no less, since she gave up her throne). The most capable (and most dangerous) among them sometimes get shipped off to serve with Starfleet to keep them from making trouble at home.

All the same, the Federation keeps a close eye on affairs in the Tellun system. True to the Federation's original survey data, Troyius has become a major supplier of dilithium to Starfleet. Renewed warfare between the Elasians and the Troyians would severely disrupt the flow of dilithium from Troyius. Therefore, any sign that hostilities between Elas and Troyius might resume would set off alarm bells, especially if the Federation faced military confrontation elsewhere—imagine the panic if Starfleet were to lose even part of its dilithium supply during the Federation-Cardassian War or the Dominion War. Maintaining the peace in the Tellun system remains a high priority for the UFP diplomatic corps.

Places of Interest

Ekeos is the largest city on Elas and the Dohlman's seat of power. Before the advent of world government for the Elasians, Ekeos was the capital of one of its most successful ancient kingdoms, also named Ekeos. Elaan, the Dohlman who sacrificed her throne for peace with the Troyians, was descended from Ekeos' last ruling dynasty (about half of Elas' Dohlmans could also claim connection to that bloodline).

The Dohlman's stately palace was once the residence of the monarchs of Ekeos, although it has been refurbished and expanded on many occasions since ancient times. It is noted for its lush courtyard gardens, imposing stone columns (ornamented in a style that reminds Terran observers of Classical Greece) and the vivid colors of its decorations.

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ELBA II

PLANETARY PROFILE
PLANET NAME: ELBA II
CLASS: K
MOONS OR RINGS: NONE
GRAVITY: 0.85 G
CLIMATE: THICK NITROGEN-ARGON-AMMONIA ATMOSPHERE, NO HYDROSPHERE, COLD CLIMATE
DEMOGRAPHICS: THE ELBA II ASYLUM HAS 15 INMATES, AND A STAFF OF 10
CIVILIZATION: FEDERATION ASYLUM FOR THE CRIMINALLY INSANE
RESOURCES: NONE WHATSOEVER; ASIDE FROM THE ASYLUM, ELBA II IS VALUELESS

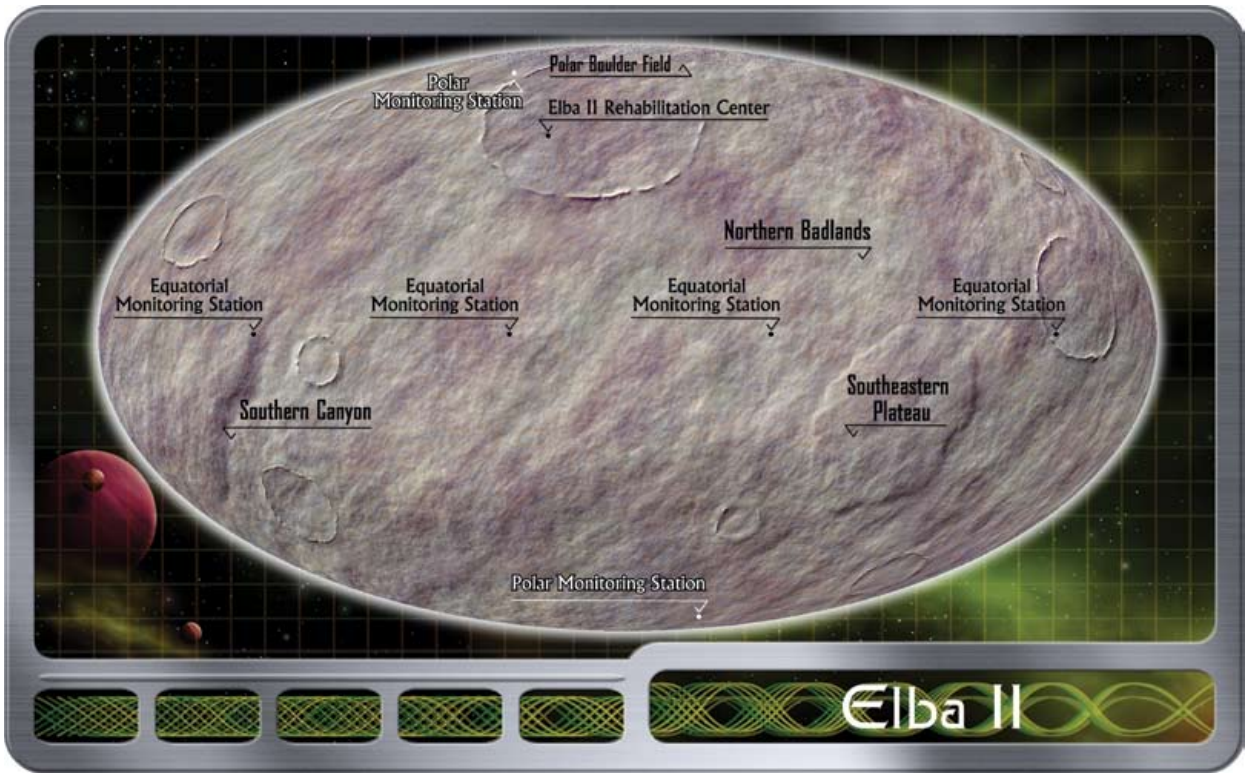
A poisonous, hostile world, Elba II would barely be considered for habitation. Since it's discovered early in the Federation's expansion into space, though, it proves to be useful for one thing: isolating people who would otherwise be difficult and dangerous to contain.

Eras: Elba II serves as an asylum in the 23rd century just as improved psychopharmaceuticals and treatments like the neural neutralizer are coming into wide use in the Federation. As a pure insane asylum, then, it is essentially restricted to the 23rd century and earlier; as a remote research, rehabilitation, and confinement facility, it remains in operation throughout the later eras.

Location

Elba II orbits a remote, useless M V red dwarf star in the Beta Quadrant. The only ships that find Elba II are those that come looking for the planet well off the common space lanes. While Fleet Captain Garth of Izar was confined there (2267 to 2278), a starship regularly passed Elba II on patrol to keep an eye on his security. Given his deep knowledge of vital Starfleet military secrets, Garth's old Romulan foes may well

Illustration by Kieran Yanner



have plotted to break him out for brainwashing or mind-sifting. Orion Syndicate partisans might also have something similar planned for the legendary murderess-politician Marta (confined 2266-2268), and her former lover the Romulan centurion Vonath might attempt to free two birds with one stone.

Climate and Geography

With only feeble light from its star, Elba II has only its thick, poisonous atmosphere to retain heat, which it doesn't do very well. The sky remains a flat, featureless bluish-purple at all times; there isn't enough atmospheric energy or heat to create storms or even weather. The surface of Elba II is an uninterrupted landscape of boulders, escarpments, and other detritus jutting out of a flat, frozen permafrost. The Elba II asylum is located in the center of a large, eroded meteor crater in the planet's northern hemisphere.

Civilization

In the late 20th century on Earth, emerging medicine diagnosed mental illness as a physical ailment much like any other disease, rather than a pseudo-mystical imbalance in spiritual energy. This conceptual breakthrough eventually removed much of the disturbing mythology and distanced dehumanization of the insane and led to pharmaceutical and biological therapies for many common psychoses and problems. Contact with psionic and empathic species, and the categorization of the few Human psionics, allowed "inside-out" investigation of derangements or delusions that indicated more promising therapies still. By the 23rd century, only a very few cases resisted treatment, but those were the hardest of the hard core—hardened psychotic killers, sociopathic madmen, and completely broken or dissociated personalities.

However, the earlier psionic breakthroughs allowed the creation of the psychotricorder, the neural neutralizer, and the rehabilitation chair, all of which used electromagnetic and electronic signals to read, diagnose, and adjust brain responses. New psychopharmaceuticals, designed using the new tools as diagnostics, were even more effective in altering neural chemistry toward calm and coherence. The mad could be made sane—but the issues of privacy, personal freedom, and dignity inherent in any regime of treatment for mental illness became even more contentious, as the new technologies could literally reshape minds. In the wrong hands (such as the psychological torturers of the Klingon and Romulan Empires, or the power-hungry Dr. Tristan Adams), even healthy individuals could be brainwashed or mentally crippled, or even killed with such methods. The debate over such questions, and concern for the rights of distant inmates, led to the abandonment of formal, isolated asylums such as Elba II; the vanishingly small number of those still incurably mental ill now occupy individual wards in prime research hospitals on Vulcan or Betazed.

History

The Starfleet Medical Corps founded a network of twelve rehabilitation colonies during the 2230s and 2240s, including Elba II in 2242. Initial construction was slow, due to the unforgiving conditions of the planet and the last-minute installation of the overpowered (for its time) force shield. By 2245, Elba II was ready for use and Dr. Elton Waugh became its first governor. Governor Waugh's tenure ended abruptly in

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2260, however, when a Starfleet inspection trip discovered that the isolation and stress of his assignment had driven him into a delusional state. Convinced that his patients had all been replaced by android puppets, Waugh had initiated very unpleasantly specific research into methods of pain induction. He remained on Elba II as a patient, under the care of the new governor, Donald Cory. Ironically, when Garth of Izar led his brief patient revolt against Governor Cory in 2268, he used Waugh's research to modify the rehabilitation devices and tortured Waugh to death as a final calibration test.

During the run-up to the Dominion War, Starfleet renovated Elba II as a confinement and research facility focusing on rogue (or enemy) psionics, and on illicitly gene-modified prisoners. A large library computer bank on genetics and xenopsychology makes Elba II a coveted position for scholars in these areas. Starfleet vets all such applicants thoroughly, but those who wind up in such a remote post remain (or, possibly, become) more than normally quirky. Although no longer a psychiatric rehabilitation facility per se, many powerful psionics (especially those from essentially non-psionic cultures) display symptoms of personal maladjustment and mental illness; symptoms of genetic manipulation can include near-catatonia and other behavioral disorders. Therapy and rehabilitation continues under Counselor Pirig, although Commander Thek of the Vulcan Science Council is Elba II's governor.

Places of Interest

The only place of interest on the planet is the Elba II rehabilitation colony, an underground facility with 30 force field secured cells and administrative quarters and offices for 15 staff members, and the governor's suite for the colony administrator. In that suite are the controls for the colony force shield (Protection Rating 20, Threshold 10, Reliability B) that keeps the poisonous atmosphere out and prevents unauthorized transport onto or off of the world. The shield and facility are powered by an automated fusion plant buried deep beneath the facility and completely inaccessible without the correct transporter coordinates.

Facility common rooms include a refectory, a lounge, and a swimming pool; there is a smaller pool in the hydrotherapy chamber. Several other therapy chambers include (after 2345) a holodeck system for diagnosis and exploration of patients' psychoses. Holotherapy requires very specialized skills and a strong degree of self-control; Vulcans make good holotherapists.

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Illustration by Kieran Yanner

EMINIAR VII

PLANETARY PROFILE
PLANET NAME: EMINIAR VII
CLASS: M
MOONS OR RINGS: 2 MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 40% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: CONSERVATIVE, CLOSED OLIGARCHY. TL7, TL9 INFORMATION TECHNOLOGY
RESOURCES: ADVANCED COMPUTER TECHNOLOGY, WEATHER CONTROL EQUIPMENT, SKILLED MATHEMATICIANS

Every world and culture is different and unique, and one of the guiding principles of Vulcan is "Infinite Diversity in Infinite Combinations." The Federation's Prime Directive is, ultimately, an injunction to preserve the cultures of the galaxy, free from the influence of more advanced civilizations. But sometimes, the price of preserving a culture becomes too great. On Eminiar VII, this price was steep indeed, and for hundreds of years it was paid in bloody full.

Eras: The *Enterprise* met Eminiar VII in the 23rd century, although in the 22nd century the five hundred year war between Eminiar VII and Vendikar is in full "force." Any visitors to either world are in danger of being classified as war casualties. After the *U.S.S. Enterprise* intercedes and ends the centuries-long conflict, a lasting peace still needs to be forged, and the Eminiar system remains strategically important. With the threat of death no longer hanging over any who visit Eminiar VII and her erstwhile colony world, the 24th century Eminiarians need guidance and assistance in reaching out to the Galactic community. The Dominion War eventually brings the threat of inva-

sion, subjection and destruction to Eminiar VII for the first time since their war with Vendikar. Many would do anything to preserve Eminiar VII's culture in the wake of Dominion, Cardassian and Breen incursions.

Location

Eminiar VII is the seventh of twelve planets orbiting a red dwarf in Cluster NGC 321. Cluster NGC 321 abuts a pocket of Tholian space, and the Federation saw great strategic importance in establishing a treaty port near to the mysterious Tholians in 2267.

Climate

Eminiar VII's advanced technology is most apparent in their planet's near perfect climate. Eminiarian cultural imperatives dictate that every possible aspect of the planet's environment should be controlled and predicted, lest their culture become endangered by natural disaster. The incredibly sophisticated computer technology, designed to mathematically predict the chaotic system of Eminiar VII's weather and make the necessary adjustments to keep the climate beautiful and controlled was later turned to the gruesome task of predicting, analyzing and interpreting the virtual war's results, along with designating legitimate targets and assessing appropriate damage and casualties. This climate control technology later became a significant trading point between Eminiar VII and the Federation, with the resort planet of Risa becoming the most notable recipient as an upgrade. Most days the sky is a beautiful, cloudless blue.

Geography

Eminiar VII's surface has been remade into the orderly image envisioned by her inhabitants. Mountains have been laid low, and valleys raised where the cities of the Eminiarians needed. This became even more important after the war with Vendikar entered its virtual phase—the losses in each attack were sometimes staggering, and Eminiar VII needed the agricultural and infrastructural systems in place to absorb these losses and replace them in the next generation.

Civilization

Eminiar VII is a beautiful world, populated by humanoids, with a peaceful culture devoted to art, science, philosophy and literature. Crime is nearly unknown. The shadow of war has made the Eminiarians disciplined and duty-minded, with almost no sense of civic disorder. The guiding principle behind Eminiar VII's society is "people die, but our society lives on."

The need for preserving the planetary population in the wake of attacks that sometimes killed millions of Eminiarians, a very coherent, orderly plan of eugenics and arranged marriages and procreation evolved, with the sophisticated analytical computer systems tracking the variables. This has led to a habit for natives of Eminiar VII to have a given name and a generational designation—for example, the leader of the High Council of Eminiar VII in 2267 was Anan 7. The name and number were assigned at his birth by the computer systems, which also arranged his marriage and the birth of his daughter at appropriate times. This system also allowed the computers to constantly track the population of Eminiar VII and their movements—a necessary component to assigning casualties in Vendikaran attacks.

Culturally, the Eminiarians are stoic. Even during the war, Eminiarians typically reported to the disintegration chambers employed to make virtual casualties real.

History

The Eminiarian culture is old and well established. Back in the days that Europeans were colonizing America in sailing ships, Eminiar VII was sending its first warp capable ships into the other star systems of Cluster NGC 321 and establishing colonies on other worlds. Had things been different, the Eminiarians may have become a dominant power in their sector or even in the quadrant.

However, their first major colony, established on the planet Vendikar in 1630, broke away from Eminiar VII's control in 1702. The Eminiarians quickly devoted their infrastructure to war, and the Vendikarans began arming themselves to defend their planet. The two worlds began launching horrifyingly destructive attacks against one another. The war swiftly became a holy one, with neither side being willing to back down. As the years turned into decades, what was policy became firm cultural imperative. The battle would only end, it seemed, with the total destruction of Eminiar VII, Vendikar, or both.

In 1751, it became apparent that the war between Eminiar VII and Vendikar would eventually result in the complete elimination of their shared culture. This was a horrifying enough possibility to drive the two planets to the peace table for the first time in decades. However, passions were still very high, and peace seemed impossible to the delegations. Eminiar VII would only accept Vendikar's surrender and return to Eminiar VII's rule, and Vendikar would only accept complete independence and self-rule. Finally, in desperation, a radical new solution was proposed: Virtual war.

The war would have to continue, until one side or the other won. However, by taking the sophisticated computer systems of both worlds and interconnecting them via subspace link, the war could be pursued without actual damage to the worlds. Rules of combat were developed and arranged, software was written, and a strict code of battle was agreed to. To ensure that both sides would abide by the war terms, the computer systems would constantly monitor compliance. Failure to abide by these terms would cause an automatic escalation to total, real war.

However, there had to be a cost to this battle. A cost to make the artificially created war real in terms of consequence. The two sides came to a painful, but—to their minds—necessary conclusion. Though the battles would be simulated, the casualties would be real. Even as simulated arsenals and resources were depleted or destroyed in the mathematical core of the computer, so too the humanoid resources of both would have to die.

Over many years, the two planets acclimated to their never ending, simulated war. Though millions of people on both worlds were disintegrated in special chambers designed for that purpose, the culture and society they lived in endured. The damage from the earlier, "barbaric" phase of the war was gradually erased, and development was able to continue. Of course, exploration was curtailed—the battlefields could not be allowed to expand, and neither world could be allowed to let its population escape—and visitors from other worlds were warned off. It was decided by treaty that the computers could designate even alien ships and visitors as legitimate targets, just like they would be in a physical war. This was the fate of the Federation *Starship Valiant*, in the year 2217. After entering orbit around Eminiar VII, the *Valiant* was designated a casualty by the computers. With great regret, the Eminiarians destroyed the ship and all aboard.

When the *U.S.S. Enterprise* entered orbit around Eminiar VII in 2267, to deliver Ambassador Robert Fox and negotiate for treaty port rights, they too were declared legitimate targets by the computer. When Vendikar launched a virtual attack, the *Enterprise* was declared destroyed. Her captain, James T. Kirk, and the landing party that had made initial contact were forced to go underground to save the *Enterprise*, ultimately destroying a number of the disintegration chambers and preventing the Eminiarians from abiding by their treaty with Vendikar. To ensure that the treaty would fall, Captain Kirk destroyed the subspace link between the two worlds, which would lead to an automatic escalation of hostilities. In the centuries of cool, unending death without destruction, the passions that once fueled the war had faded, leaving two cultures that were deathly afraid of battle facing the destruction of their cultures.

This gave them the impetus to negotiate, once and for all. Ambassador Fox remained on Eminiar VII, acting as a mediator between the two worlds, and the 500 years of virtual war between Eminiar VII and Vendikar finally came to an end.

Places of Interest

The central computer cluster on Emininar VII is one of the most advanced facilities of its type in known space. The Eminiarians have mastered a very esoteric branch of cybernetics and mathematics, and are experts in developing computer models of chaotic mathematical system.

• ASTRO NAV 691 G-RTE	736 468 001 498 548 876 223	N45 001
• A-BEV REC 37 11N	676 224 146 367 937	
• EARTH S-SYS 78-1 GO	224 146 937 333 757 159 970	76 R22 387
• VAR AST-9/77/4ME NA	767 040 767 916 761 535 915	L62 249
• OSO STD 13-1	085 321 989 555 077 067 151	H76 224

Illustration by Blake Beasley

EXO III

PLANETARY PROFILE
PLANET NAME: EXO III
CLASS: K
MOONS OR RINGS: NONE
GRAVITY: 1.1 G
CLIMATE: THIN, 2% HYDROSPHERE, VERY COLD
DEMOGRAPHICS: DOZENS OF FEDERATION SCIENTISTS AND RESEARCHERS
CIVILIZATION: FEDERATION SCIENCE GROUP, TL9, ANDROID TECHNOLOGY
RESOURCES: ANDROID TECHNOLOGY, MIND TRANSFER TECHNOLOGY, ARCHEOLOGICAL ARTIFACTS

Deep in the heart of planets where sentient beings once stood, technology lies waiting to be discovered. Sometimes, this archeology results in astounding discoveries. Exo III contained one of those discoveries—functional android technology—but also held the secrets of Exo III's demise.

ERAS: Although Starfleet initially classified Exo III as a "toxic and useless dump," the planet was slated for charting as part of the usual run of scientific exploration in the late 22nd century. After the death of Roger Korby and the discovery of Exo III's android technology, Exo III was quarantined by Starfleet. Archeological teams were then dispatched to continue the excavation and analysis of Korby's find. The techniques of transferring memory and personality to the Exoian android bodies informed similar procedures later used by Dr. Richard Daystrom in the creation of the M-5 computer The Exo III android technology comprised much of the necessary precursor work to Dr. Noonian Soong's creation of a truly sentient android, as well as the efforts of Dr. Ira Graves in transferring thoughts to cybernetic constructs. During the Dominion War, elements of Starfleet intelligence proposed the use of Exosian android doubles to infiltrate enemy command structures, but the plan proved too difficult to implement.

LOCATION

Exo III is the third planet of eleven in orbit around a dying star, dimming inexorably for over a half million years. The Exo system is deep in the wilds of the Alpha Quadrant, technically in Federation space though not near any known inhabited worlds.

CLIMATE

Exo III's climate on the surface is cold and harsh, its atmosphere bleeding away with the centuries, and almost no water remaining on the surface, though underground deposits of ice remain. As Exo III's sun fails, the planet's climate worsens and worsens, to the point that even a half a million years before, the natives of Exo III had fled underground to survive in pressurized cities and caverns.

GEOGRAPHY

As Exo III's civilization moved underground, they used their technical expertise to carve huge, pressurized domes and cities to live in, out of the very rock. Their surface became entirely unlivable, and the planetary biosphere was completely destroyed with time. At this time, there is nothing living on the surface of Exo III, and even fossilized remains are difficult to come by. Explorers and archeologists seeking to explore the surface need to use actual pressure gear—a failure to do so would lead to severe hypothermia and eventual death.

CIVILIZATION

The culture that had moved underground—known as the Old Ones—had devoted itself to mechanical solutions to their problems. With the loss of all natural agriculture and open living space came the need for machines that could carve out the Old Ones' environment, produce adequate food and make their existence comfortable. This culminated in the sophisticated android technology they developed. Androids made for tireless servants and helpmeets, performing dangerous labor and making their owners comfortable. When the androids developed a sense of self-preservation, the Old Ones grew to fear them. The resulting conflict destroyed both the Old Ones and their android servants, leaving their plans and designs to wait for hundreds of thousands of years.

HISTORY

Little is known of the Old Ones who built Exoian society. It is known that they adapted to a highly mechanistic society as their climate became unlivable, and further known that they developed highly sophisticated androids who, after gaining a sense of self-preservation, turned on them and destroyed their

Illustration by Kieran Yanner

culture. Eventually, the remaining androids also broke down, leaving a dead world.

However, dead worlds were the specialty of Dr. Roger Korby, an exobiologist described as the Pasteur of archeological medicine. Korby went to long abandoned worlds and analyzed their biological and medical technologies, exploiting long-lost techniques to improve the Federation's lot. In that spirit, he went to Exo III, only to crash on the frozen world.

Dying from exposure and frostbite, Korby and his assistant, Dr. Brown, managed to find the entrance to one of the remaining caverns. There, crippled and in horrible pain, he made the greatest discovery of his career—ancient designs and patterns for constructing Exoian androids. He managed to rebuild one of the ancient servants—a hulking android called Ruk—who then acted as his hands.

Ruk built an android named Andrea as a second servant and companion, and as a test for constructing androids in Human appearance. Dr. Korby had discovered plans for transfer equipment that would allow he and Dr. Brown to be implanted into android bodies. Sadly, Dr. Brown died before the procedure could be perfected. Korby had Ruk and Andrea construct an android duplicate of Dr. Brown anyhow, though they couldn't implant his memories into the unit.

Finally, on death's door, Dr. Korby had the androids use the process on himself, imprinting his memories and personality into an android body. Dr. Roger Korby then died, and his android duplicate began to make plans.

The *U.S.S. Enterprise* led one of several rescue attempts of the Korby party, carrying Dr. Korby's fiancée—Christine Chapel—as part of the party. The Korby android realized the *Enterprise* could carry android duplicates from Exo III throughout the Federation, planting them in positions of power until they could become a ubiquitous part of society. *Enterprise* captain James T. Kirk was duplicated as a part of this process, but was able to plant false memories and attitudes into his android duplicate. This let his first officer, Spock, discover Korby's plan. After reawakening Ruk's instinct for self-preservation, Kirk, Spock and Chapel discovered that Korby was himself an android. Kirk and Chapel were able to prove that the android Roger Korby was not actually the doctor reborn, but a simulation of life, incapable of true feeling or humanity. Andrea, forced to confront her own artificial existence, precipitated the destruction of herself and Korby.

Places of Interest

The equipment to create android duplicates of living people still exists on Exo III. The machine creates an android that, to all reasonable examination short of tricorder readings, appears to be completely human, with most of the original person's memories and a general simulation of the original's personality. However, Exo III technology is not able to create a truly sentient android like Lieutenant Commander Data. Instead, it creates an expert system—a simulation that follows independent directives and programs new ones without having true sentience. The instinct for self-preservation that the Exo III androids developed was the first step to true self-awareness, but sadly the androids neither survived it nor evolved beyond it.

224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057
767 040 767 916 761 535 915 L62 249 194426 919 89190
085 321 989 555 077 087 151 H76 224 146367 858 11394

Illustration by Blake Beasley

FARIUS PRIME

PLANETARY PROFILE

PLANET NAME: FARIUS PRIME
CLASS: M
MOONS OR RINGS: RING STRUCTURE
GRAVITY: 1.2 G
CLIMATE: STANDARD ATMOSPHERE, 40% HYDROSPHERE, COOL TEMPERATURE
DEMOGRAPHICS: HUNDREDS OF THOUSANDS OF NATIVES
CIVILIZATION: ECONOMIC AND CORPORATE OLIGARCHY, TL7
RESOURCES: TRADEPORT, NEUTRALITY, LACK OF EXTRADITION

An independent world that serves as a hub for intersystem trade, Farius Prime is also a nexus for unsavory activities. A hive of Ferengi, the Maquis and the Orion Syndicate, Farius Prime is the transfer station for weapons, latinum, goods and services throughout the Bajoran sector and into the Demilitarized Zone.

Eras: Farius Prime is already a bustling port in the 23rd century, though only the widest ranging Federation starships would travel this far out. This continues in the 24th century and accelerates as increasing warp speeds make Farius Prime an easier trip. Even in the days before the Maquis, Farius Prime was a hotbed of Orion Syndicate activity and illicit trade. During the occupation, the Bajoran resistance used Farius Prime much as the Maquis used it later. Farius Prime's independent status and proximity to Bajoran Space, the Demilitarized Zone and the Badlands made it a prime location for Maquis commerce and support.

Location

Farius Prime is the third planet of six orbiting an orange star in the Bajoran sector. It is close to the Demilitarized Zone between Federation Space and the Cardassian Union, and within twelve hours at warp five from the Badlands. While some distance from the primary Orion worlds, its open policies have made it an excellent sector base for Orion Syndicate activities as well.

Climate

Farius Prime is a moderately cold world, being on the outer edge of Farius's habitable zone, though it has sufficient temperate areas to promote agriculture. Still, the moderately short growing seasons meant that the indigenous population was relatively sparse even at the point when they first ventured into space. The planet was underpopulated by galactic standards, however, making it ripe for development as a bustling tradeport for the sector.

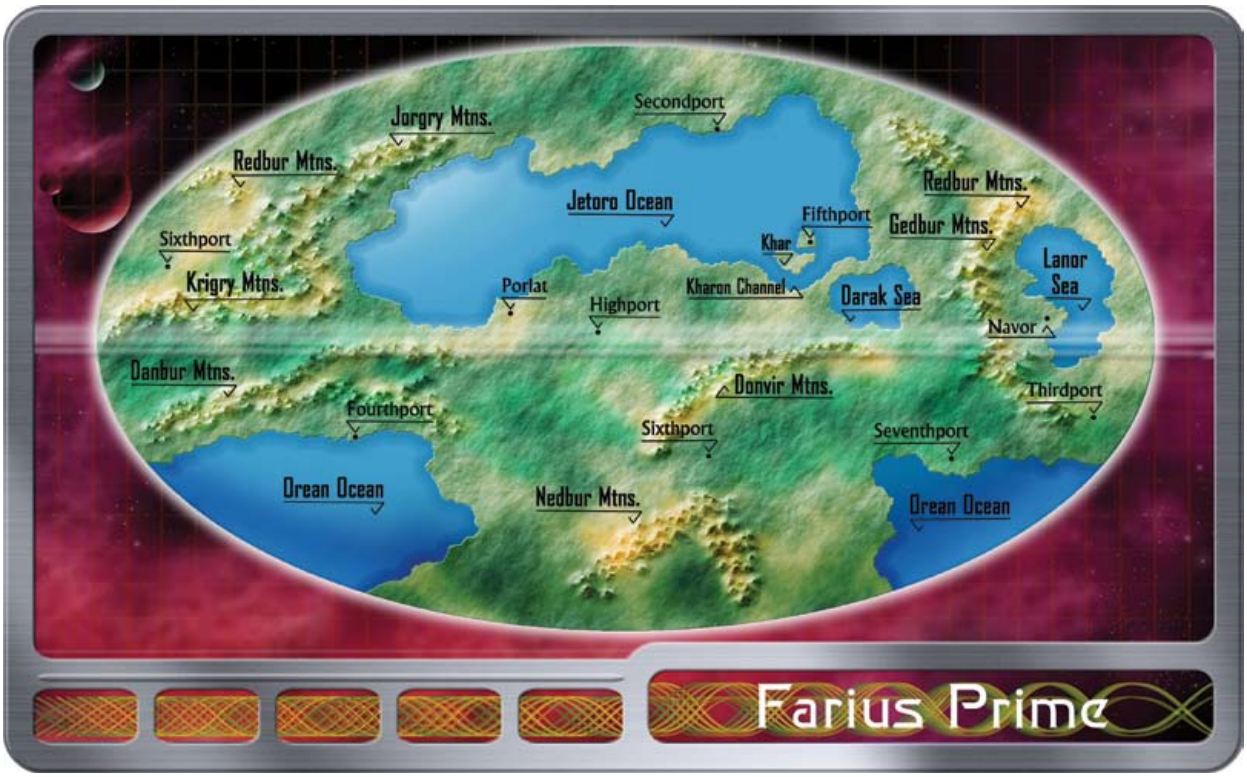
Geography

Farius Prime has excellent resources for industrial development, though nothing special for interplanetary trade. It has many rocky and mountainous areas, and a good infrastructure connecting them together, making it an ideal world for less savory organizations to set up bases of operation far from the eyes of even Farius Prime's lax planetary authorities. As there are several enclaves of the Orion Syndicate, renegade Ferengi bases and Maquis supply depots on Farius Prime, the cities become hubs where business can be conducted. Indeed, there is a higher population of off-worlders than natives on Farius Prime and in the Farius system at this stage of development.

Civilization

The Farius Prime Planetary Authority grew out of the relatively rapid contact made with alien species after the natives first ventured into space. Recognizing their proximity to the Cardassians and others made them a target for military staging ground, the Planetary Authority established a presence on each of the six

Illustration by Kieran Yanner



worlds of Farius, exploiting the resources of their system the best they could. Once establishing themselves, they opened their borders for trade, offering themselves as a free port. Their plan was simple; by greasing the wheels of commerce between the different powers of the sector, Farius Prime became more important to those powers as an independent than it would after conquest. When the Federation expanded into the sector as well, taking dozens of different worlds as colonies in what would become the Demilitarized Zone, Farius Prime was on hand as a supply depot and port.

Farius Planetary Authority claims all of the worlds of the Farius system, and asserts its rights to independently prosecute any lawbreakers in its system. It also has no extradition treaties with any of the major powers, though it reserves the right to extradite lawbreakers on a case by case basis. In practical terms, this means many quasi-legal or illegal activities are coordinated from Farius Prime, and the criminals involved have a good reason to not antagonize Farius Planetary Authority.

History

Once upon a time, Farius Prime was a relatively innocuous world with a relatively content planetary population. The humanoids who lived on Farius Prime were peaceful and philosophical, and the tradition of their world was one of quiet cooperation.

Then, in 2120, Farius Prime sent its first explorers into the universe, and discovered quickly that the universe was teeming with life. Life that sometimes took what it wanted, and all too often rolled over those who stood in their way. The people of Farius Prime debated their options, and resolved to not *be* in the way of those who came. They would be a trade port, a mediator, a facilitator and a facility for any who came. By 2200, they had established themselves with the local planets as a convenient stop for any ship that needed one.

The open policies and careful acceptance of any who came led to prosperity for Farius Prime. Commerce flowed freely, and with it came the underside of commerce: crime. Even in the early days, Orion Pirates ranging far from their worlds found an open and inviting port, allowing them to refuel and repair their ships and fence their ill-gotten gains in moderate safety. When their targets came to Farius Prime to demand the extradition of the Pirates, the arrayed powers who had come to depend on Farius Prime made it clear that no hostility towards the trading world would be permitted. Farius Prime became known as a haven, and criminals and malcontents of all stripes flocked to the world.

However, before Farius Prime could be overrun by illicit activities entirely, a group of Klingons who had been raided by Orion Pirates came to Farius Prime. They made no attempt to demand satisfaction from Farius Planetary Authority, instead traveling to the world itself, finding their attackers and dealing with them as only Klingons could. By not interfering with the Klingons or protecting the Orions, Farius Planetary Authority made it clear that Farius Prime might be a safe port of call, but it was not a sanctuary. The criminal organizations and cells that had been established on Farius Prime took to the hills as a result, protecting themselves and keeping Farius Prime itself as a neutral party to their activities.

After the occupation of Bajor, the Bajoran Resistance managed to establish trade routes through Farius Prime, using its proximity and the high volume of dis-

Illustration by Blake Beasley

honest traders to have weapons and supplies funneled in from outside the Cardassian Union, keeping the Resistance alive. As Ferengi businesses moved deeper and deeper into the Bajoran sector, they also used Farius Prime both to launder their profits and fence their ill gotten gains. And, occasionally, for completely legitimate business uses.

When Starfleet first established a significant presence in the sector, particularly as new colonies formed and the Cardassian conflict arose, they attempted to bring the rule of law to Farius Prime. However, Starfleet discovered quickly that the Freeport had become too important to too many powers in the Bajoran sector, and that the neutral port would have to be respected. As the Cardassian war grew more intense, Starfleet Intelligence discovered the advantages of Farius Prime's neutral status, and any attempts to change the way the trade world did its business was abandoned.

With the end of the Cardassian conflict and the rise of the Maquis, Farius Prime became an important part of Maquis supply lines, as sympathetic Federation citizens and even Starfleet officers funneled supplies, support and recruits through the trade worlds. The Orion Syndicate helped with this process, only to turn on the Maquis when Cardassia joined the Dominion. By delivering the Farius Prime cells of the Maquis to the Jem'Hadar, the Orion Syndicate began a process of working with the Dominion. As a side effect, Farius Prime avoided the vicious Jem'Hadar assaults launched on Maquis bases and support worlds.

Starfleet Intelligence learned the Orion Syndicate's complicity with the Dominion when one of their operatives, Chief Miles O'Brien of Deep Space 9, went undercover in the Syndicate cell run by an Orion named Ramius on Farius Prime. Still, given the neutral and independent status Farius Prime enjoyed even through the Dominion War, it is unlikely that the war's end will also mean the end of the Syndicate's presence on Farius Prime.

Places of Interest

Most characters first going to Farius prime end up at Highport, the largest, most affluent port city on the planet. Thousands of ships lift off and land at Highport every day, and goods are transported to and from the surface pads in the hundreds of tons. However, those looking for less legal contacts generally choose Thirdport or Sixthport; small starport cities off the beaten track where some of the most illegal—and most lucrative—business takes place.

736 468 001 498 548 876 223
676 224 146 367 937
224 146 937 333 757 159 970
767 040 767 916 761 535 915
065 321 989 555 077 067 151

N45 001 749854
76 R22 387 622367 92
L62 249 194426
H76 224 146367

411 00812
927 03473
372 31057
919 89190
858 11394

7581-6
8925-7
3234-8

FERENGINAR

91-75

PLANETARY PROFILE

PLANET NAME: FERENGINAR
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 70% HYDROSPHERE, COOL TEMPERATURES
DEMOGRAPHICS: BILLIONS OF HUMANOID NATIVES
CIVILIZATION: EXPANSIONIST AND INFLEXIBLE, TL 8, PLUTOCRACY (TRANSFORMING TO DEMOCRACY)
RESOURCES: INVESTMENT CAPITAL, LATINUM

Ferenginar is the capital planet of the Ferengi Alliance and the homeworld of the Ferengi, the sharpest traders in Alpha Quadrant. No one visits Ferenginar for the climate, however; an unusually active water cycle makes it a wet, clammy world in which it is almost constantly raining. Much of its landmass is swamp, or at least constantly soaked, and precious little of it is usable for large-scale construction unless it is thoroughly drained first.

Eras: While the Ferengi run into Humans during the 22nd century (and even, due to a convoluted accident, in the 20th century), Ferenginar remains unknown until the late 24th century. After a brief run-in thanks to long range pirates and traders, the Ferengi avoid Humanity and the growing Federation until the two empires become too large to coexist without meeting. A few short years of acrimonious encounters lead the Federation to learn about the Ferengi economic empire, and the location of Ferenginar, by 2370.

89-647
821-3
239-51
6512-41
23648
23647
4200-17
1564-20

Illustration by Kieran Yanner

Location

Ferenginar is the fifth planet in the Alpha Krellek system, which is located in Alpha Quadrant. Alpha Krellek occupies a strategic location, nestled alongside the Federation and the Cardassian Union on the one side and the Gamma Quadrant-based Dominion on the other, with the Romulan and Klingon Empires in close proximity. Their homeworld's place as a galactic crossroads ensures that the Ferengi prosper in times of peace, while clever diplomacy preserves their independence in wartime.

Climate

On Ferenginar, it doesn't rain every single moment of every day; it only feels that way. No matter the latitude, precipitation is a pervasive fact of life on the planet, so much so that the Ferengi language has 178 different words for rain. For reasons that have never been fully discovered, Ferenginar's water cycle is unusually active, even for a Class M world, so that the atmosphere absorbs a great deal of water through evaporation and constantly dumps it back on the surface. The only regional difference in climate on the planet is that the rain is colder near the poles than it is at the tropics.

Geography

Ferenginar has only one large continental landmass, known as Ulang. Most of it is flat, since constant rainfall eventually erodes any geological feature that tectonic activity raises up. Much of the land surface on Ulang is also swamp and difficult to use, especially along the coastline.

Civilization

The government of the Ferengi Alliance centers around the venerated figure of the Grand Nagus, who personally controls the most important aspect of Ferengi life—access to trade concessions and other business opportunities. No Ferengi can embark on a commercial venture, great or small, without the personal approval of the current Grant Nagus (in practice, however, the lower rungs of the civil service bureaucracy handle the smaller requests for ventures). The very first Grand Nagus, Gint, was a wealthy merchant whose success had earned him widespread admiration, and ever since it has been an unspoken assumption underlying Ferengi politics that skill at turning a profit proves that one is fit to guide the fortunes of the entire race. The Grand Nagus gets to choose his own successor, and most since Gint have been selected based on professional success (some Grand Naguses have opted for hereditary succession, but this has not always turned out well). Each Grand Nagus serves for life, or until voluntary retirement.

Much of the symbolism of Ferengi government reinforces the personal nature of the Grand Nagus' rule, and outsiders sometimes jokingly refer to him as the Ferengi Godfather, using the 20th century Human term for an organized crime boss. The Grand Nagus requires personal interviews (sometimes more than one) before granting important business concessions, and he may also choose to hear appeals of decisions made in the criminal and civil courts. He also carries an ornate cane with a gold knob in the shape of a Ferengi head as a symbol of his office, and it is customary for supplicants to honor him by kissing the head of the cane. When a Grand Nagus dies, his physical being becomes something of a fetish object, as his body parts are vacuum-desiccated and auctioned off as collectibles by his successor.

However, the Ferengi Alliance has grown so rapidly since the 21st century that no individual can properly oversee all of its activities. The Grand Nagus may appoint up to a dozen sub-Naguses to assist him by taking charge of a particular territory or industry group. Each sub-Nagus may in turn appoint any number of Apprentice Naguses to serve as sub-lieutenants. Below them—and to a certain degree, independent of them—an army of civil service bureaucrats toil away, making sure that the small matters that the Ferengi Alliance is supposed to oversee get taken care of. These range from resolving civil and criminal court cases to licensing freighters to granting small trade concessions. In theory, the civil service must strictly obey policy dictates laid down by the Naguses, but in practice they tend to see themselves as the true authorities of the government and interpret Ferengi law codes according to local circumstance. The Naguses, after all, are political appointees whose term in office is relatively short, while many civil servants spend their entire adult lives within the bureaucracy. Naguses come and go, but the bureaucrats are eternal.

The fact that Ferengi law can be applied flexibly is one of the great ironies of their society, as they regard contracts and regulations as sacred. Breaking a contract is one of their deepest taboos. It results in loss of face, and the offender may have his business licenses revoked and all his assets seized to pay the party he offended (with the government keeping a cut for itself, of course). In addition to the Rules of Acquisition, Ferengi law books are filled with more specific sets of regulations covering every aspect of business and social conduct. In practice, all laws are subject to interpretation, and even the lowliest functionary of the Ferengi Alliance will interpret freely when he feels it necessary to do so.

The Ferengi Alliance maintains a modest, but potent military establishment headquartered on Ferenginar. They use their warships to patrol important trade routes, ensure the Alliance's territorial integrity and protect Ferengi business interests abroad, if necessary. The Ferengi do not hold military service in high esteem, and it is a popular truism that those who serve in the fleet must have failed in some way at every Ferengi's true calling, commerce. Nonetheless, their

wealth has bought the Ferengi Alliance a fleet of warships as modern as any in Alpha Quadrant and lucrative enlistment bonuses have lured enough competent officers and crew to make them a respectable adversary. The Ferengi Alliance could well afford to employ mercenaries, but they have never had to do so.

History

Whatever else it may be, the Ferengi way of life is certainly venerable. The Rules of Acquisition date back nearly 11,000 years, when they were written down by Gint, the first Grand Nagus. Even so, it is clear that Gint was simply codifying in catchy aphorisms a set of existing beliefs and practices. In other words, the Rules of Acquisition didn't change Ferengi society one bit, they simply put into writing accepted ways of doing business that had probably existed for many centuries.

For most of their history, the Ferengi economy operated as a closed system. Undiscovered by starfaring races and lacking warp capability themselves, they could only practice their trading skills upon each other, and it's hard to gain advantage when your opponent already knows your most cunning tactics. Around the turn of the 21st century, however, the Ferengi acquired warp technology, purchasing it from another starfaring race whose identity they promptly and purposefully forgot. The ability to travel to other star systems with ease opened up for the Ferengi of the day access to tradable resources and new markets of which their ancestors could scarcely have imagined.

As Ferengi spread out from their homeworld and established trade colonies on other worlds (to exploit their resources, shill to the natives, or both), they expanded their plutocratic governmental structure to adjust to the fact that many of their race now lived off-planet for extended periods of time. Some of them lived in small colonies among alien races, and had to adjust themselves to foreign ways of life. The government of Ferenginar re-christened itself the Ferengi Alliance to accommodate this new reality.

Warp travel ushered in a period of unprecedented prosperity, even by Ferengi standards, which lasted several centuries. Generations of Ferengi knew nothing but limitless business prospects and endlessly growing profits. Trading in commodities futures contracts and the price of joint-stock companies bought and sold in the Sacred Marketplace on Ferenginar reflected the widespread mood of boundless optimism. The Ferengi Alliance used much of their wealth to build a military that could protect their far-flung interests. Although not a warlike race, the Ferengi Alliance military could give even a large star empire like the Federation a fight at the height of its power; Starfleet judged the Ferengi *Marauder*-class vessels the near equal of a *Galaxy*-class starship.

In 2349, centuries of perpetual prosperity ended in a disaster that had always been conceivable but never taken very seriously as a possibility. A consortium of Ferengi investors began talking up a newly discovered planet, Kritis Major III, as a rich source of natural resources and precious metals, particularly latinum. They sold contracts on the Ferenginar Futures Exchange against the natural wealth that would shortly be exploited, and shares of their venture on the Stock Exchange. Unfortunately, investors who put their money in Kritis Major III did so based on blind and excessive optimism on the part of the project's original

Illustration by Blake Beasley

backers. They had hyped the planet based on only sketchy survey data, and when more definitive surveys were completed, they revealed the planet had no discernable latinum reserves and much less exploitable resources than had been assumed. Overnight, the value of all shares and contracts related to Kritis Major III became worthless. This sparked a general crisis of confidence in both the Stock and Futures Exchanges on Ferenginar, and share prices on the Stock Exchange plunged. Grand Nagus Nith responded by pumping vast quantities of money into the economy to make up for the wealth lost in the stock market collapse. This only succeeded in devaluing the Ferengi currency and sparked massive inflation instead, further eroding the value of everyone's assets. This crisis, known as the Great Monetary Collapse, halted the Ferengi economy in its tracks. It took two decades for the Ferengi Alliance to recover from the shock.

The Ferengi made first formal contact with the Federation in 2364 when a *Marauder*-class ship and the *Enterprise*-D simultaneously came upon the last outpost of the Tkon Empire on Delphi Ardu. The Federation had long heard rumors of the existence of a technologically and commercially sophisticated civilization that lay beyond Cardassia and Bajor. The Ferengi, for their part, had also pieced together from fragmentary intelligence that vast, racially diverse new markets awaited their discovery elsewhere in Alpha Quadrant. A flurry of diplomatic activity followed first contact, including an offer that Ferenginar join the Federation as a full member. The Ferengi turned it down, however, understanding that any form of political union with the UFP would undermine their sovereignty and their right to do business according to their time-honored practices.

Nevertheless, individual Ferengi began to filter into Federation space in search of business opportunities; some also prospected for latinum. One such Ferengi was Quark, who opened a bar on Terok Nor, the Cardassian-built mining station orbiting Bajor, and stayed on after the Federation took it over and renamed it Deep Space 9. There, he became an actor in history as well as a front-row spectator to it, as he smuggled staple goods to the Bajoran Resistance during the tail end of the Cardassian occupation. In 2369, he became the first Ferengi to meet a member of the Dominion and later led a Ferengi trade mission to Karemma, a Dominion subject world.

A combination of prudence, shrewd diplomacy and military strength allowed the Ferengi Alliance to remain largely aloof from the Dominion War. Their Rules of Acquisition state, after all, that war serves just as well as peace when it comes to turning a profit (assuming you don't let sentiment about who wins get in the way of business). The Ferengi also knew that they could trade profitably with whomever won the war, although their contacts with the Federation were much stronger than with the Dominion. After the war ended, they made themselves useful to the Federation as a source of investment capital for reconstruction, as well as spare parts for Starfleet.

The close of the Dominion War saw a shake-up for Ferengi government as the new Grand Nagus Rom (brother of Quark) continued the institution of various changes first proposed by his predecessor, Zek. In an uncharacteristic show of compassionate, *hew-mon* like behavior, Rom set about reorganizing the bureaucracy along lines similar to the Federation—probably as a result of his long exposure to Federation policies during his time as an engineer on Deep Space 9 (and thanks to his son Nog, who served in Starfleet). Only time will tell if these changes will ultimately take hold in Ferengi society.

Places of Interest

There isn't much land on Ferenginar that is sufficiently dry and solid to support very large buildings at all, much less support a sufficient density of them to form a major city. Fereng, the capital city of the Ferengi Alliance, is built on the largest such spot. The city itself is a cramped cluster of domed structures that become larger and larger as one approaches the center.

At the very center of Fereng is a vast, low-slung complex of domed buildings known as the Sacred Marketplace. Here, traders from all over the Ferengi Alliance meet to negotiate deals, or simply to refresh old acquaintances before they grow stale and profitless. The Fereng Commodities and Stock Exchanges, the largest such exchanges in the entire Alliance, are located in different corners of the complex. Although the Ferengi are not much given to aesthetics or grandeur, they did design the front entrance of the Sacred Marketplace to grab attention; here, broad steps made of imported white marble that, on most days, gleam against the dull gray of Ferenginar weather, lead up to a tall portico. Whenever the Grand Nagus has an important pronouncement to make, he will emerge from the portico and declare it from the Grand Steps.

The seat of the Ferengi Alliance's central government lies in the Tower of Commerce, a 200-story spire that rises from a vast courtyard in the heart of the Sacred Marketplace. The Grand Nagus keeps both offices and a luxurious apartment at the top of the building, and as many of his Sub-Naguses as are based on Ferenginar also keep offices immediately below him. The vast bureaucracy that keeps records and attends to all of the other small, routine matters of the Ferengi Alliance occupy the remainder of the building. If you need to do some kind of official business on Ferenginar, chances are you will have to come to the Tower of Commerce to do it.

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FOUNDERS'

PLANETARY PROFILE

PLANET NAME: FOUNDERS HOMEWORLD
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 0.85 G
CLIMATE: THIN ATMOSPHERE, 8% HYDROSPHERE, COLD TEMPERATURES
DEMOGRAPHICS: BILLIONS OF SHAPESHIFTING NATIVES
CIVILIZATION: AGGRESSIVE AND DISCIPLINED, TL 9, OLIGARCHY
RESOURCES: SYNTHESIZED CHEMICALS, ADVANCED BIOTECHNOLOGY AND NANOTECHNOLOGY RESEARCH AND PRODUCTS

The Founders' Homeworld is a true astronomical oddity, a Class M planet set adrift from its original star system so that it simply wanders through deep space. Despite the lack of solar energy that normally sustains life, the planet hosted a highly advanced form of life, an aggressive race of shapeshifters called the Founders. However, the Founders were forced to abandon the planet after a joint Romulan-Cardassian attack in 2371 rendered it uninhabitable.

ERAS: Although the Founders reside on their homeworld for countless centuries, it's not until late in the Dominion War of the 24th century that the Federation, Romulans and Cardassians finally discover the location of the homeworld.

LOCATION

The Founders' original homeworld was separated from its star system by shock waves from the supernova that created the Omarion Nebula in the Gamma Quadrant. Cast adrift in space, the planet has no fixed location, except that it remains within the confines of the nebula.

CLIMATE

The Founders' Homeworld has a thin atmosphere and receives almost no external heat. The Founders keep the planet marginally alive by tapping subterranean reserves of water and drawing heat to the surface from its roiling core. Temperatures on the surface of the Founders' Homeworld are still much colder than Class M norms, but the planet can support flora and primitive fauna in addition to the Founders.

GEOGRAPHY

Most of the Founders' Homeworld's hydrosphere was literally blown off the planet by the shock wave that sent the planet careening into space, and what remained evaporated away afterward. The Founders have preserved as much surface water as they could, but almost all of the planet is dry land.

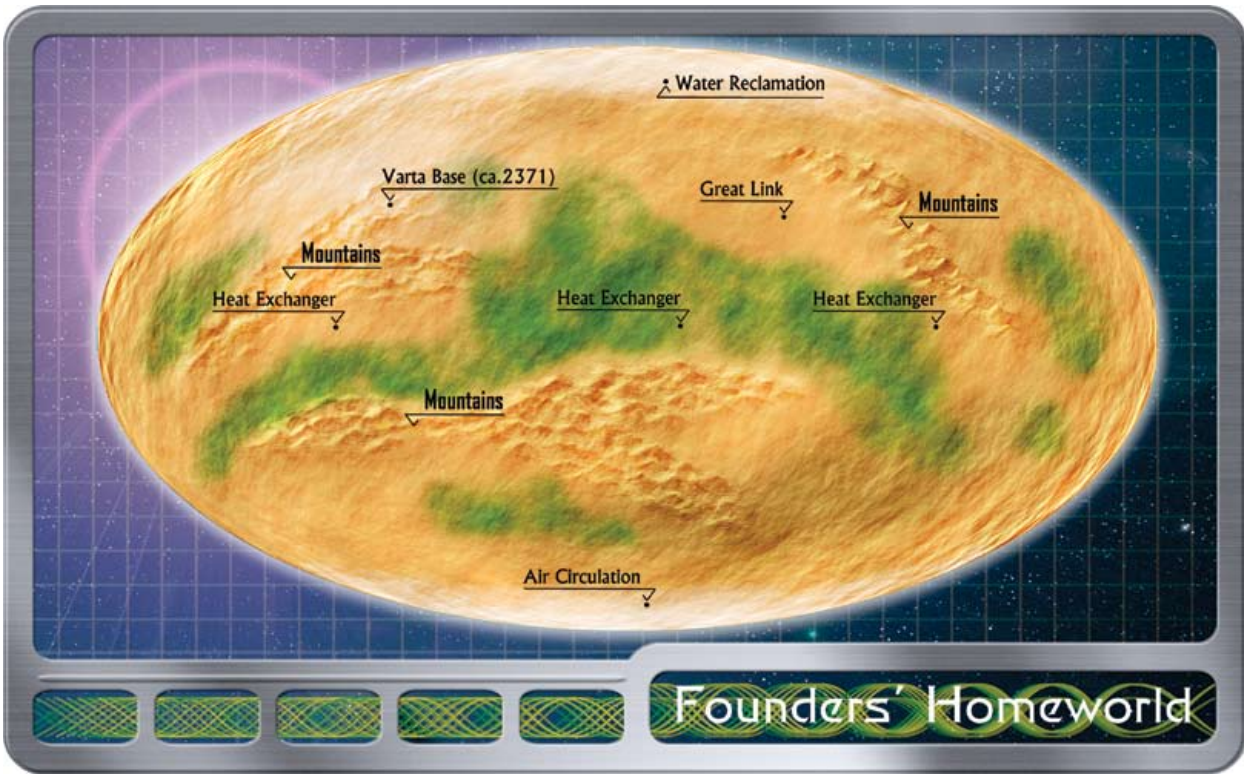
CIVILIZATION

The Founders are a highly advanced race of shapeshifting beings. In their natural state, they resemble a shapeless gelatinous mass. However, they have the power to rearrange their cellular structure at will, so that they can effectively assume the appearance of any form of life. They become so genetically similar to the beings they imitate that not even sophisticated analytical devices can spot them. The only sure way to tell is to cut off part of its body mass; the separated part instantly reverts to its natural form. In any case, most Founders can only maintain their shapeshifted forms for 16 consecutive hours, after which they must revert to their natural forms for 8 hours.

Despite their long history of subjugating other races, the Founders do not see themselves as aggressors. According to their point of view, their long march of conquest is a defensive act, a justifiable response to a long history of persecution from those they call "solids." The only way that they can properly defend themselves against attacks by other species (which are inevitable, to the Founders) is to crush outsiders first, control them and force them to be agreeable. Outsiders may find this line of reasoning paranoid, but no Founder has ever seen fit to question it.

The Founders' preferred instrument of domination is their corps of elite shock troops, the Jem'Hadar. The Jem'Hadar are a ferocious warrior race native to the Gamma Quadrant that, deep in the past, allied themselves with the Founders. The Founders rewarded this friendship by subjecting Jem'Hadar to genetic engineering, through which they became unable to produce the important enzyme ketrecel-white. The Founders then supplied them with synthetic ketrecel-white, thus making the Jem'Hadar perpetually dependent. Most Jem'Hadar have never seen a Founder, however, and they revere the Founders as mysterious and all-powerful gods who give them life. Instead, the Founders use another client race native to Gamma Quadrant, the Vorta, to act as their intermediaries with the Jem'Hadar.

Illustration by Kieran Yanner



History

The Founders are a thoroughly ancient race, and the exact time and place of their origin are unknown. Not even their sophisticated structure of mythmaking gives any reliable clue about where they came from and when. Their history does say, though, that deep in its past, their species fled from world to world to escape persecution by other races. After untold ages of wandering, they came to a dead world floating adrift in the Omarion Nebula. Here they found a more permanent home, hidden inside the nebula's shell of glowing gas on a world that was odd, yet inconspicuous and so useless that no one would want to take it from them.

From that safe haven, the Founders launched their campaign to give back to the solids in kind for the abuse they had received through the ages. They conquered hundreds of planets throughout Gamma Quadrant, subjugating every race they encountered and incorporating them into their ever-growing Dominion. At the same time, they continued to explore the entire Galaxy, sending infants of their kind out into deep space with the intention that they would grow up learning about alien cultures, then return home after they reached maturity and bring valuable intelligence data with them. Odo, who became Security Chief of the Federation's Deep Space 9 station, was such a Founder. Doctor Mora Pol of the Bajoran Institute of Science discovered Odo as a foundling in the Denorios Belt of the Bajor-B'hava'el system and raised him to live as a humanoid.

The Federation's history with the Founders is short and violent. When the Federation began exploring the Gamma Quadrant via the Bajoran Wormhole, the Founders sent Jem'Hadar to "discourage" such expeditions. In 2370, Jem'Hadar warships destroyed the Starfleet ship *Odyssey*, which had been sent to protect Federation interests in Gamma Quadrant. In 2371, the Dominion exterminated a Bajoran outpost just on the Gamma Quadrant side of the Bajoran Wormhole. The Cardassian Union, reeling from its long war with the Klingon Empire, decided to ally itself with the Dominion and the two attacked Deep Space 9. So began the hostilities that culminated in the Dominion War, which officially started in 2373.

The Founders' Homeworld ceased to be useful to them after a flotilla of Romulan Tal Shiar and Cardassian Obsidian Order ships blasted its surface in 2371. The Founders had anticipated the attack, evacuated the planet and deployed a force of Jem'Hadar ships to ambush and annihilate the attackers. This ambush opened the way for the Dominion to launch a counter-invasion of Alpha Quadrant. The Founders promptly selected a new homeworld that suited their needs, but even after the Dominion War ended they refused to reveal its location to any other race.

Places of Interest

The Founders' Homeworld has no features of note except, perhaps, for the massive engineering projects that draw heat and water from beneath the planet's surface. When Founders gather, they form a huge pool of gelatinous mass known as the Great Link, and this can take place anywhere on their homeworld.

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Illustration by Blake Beasley

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GAGARIN IV

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PLANETARY PROFILE

PLANET NAME: GAGARIN IV
CLASS: M
MOONS OR RINGS: 1 MOON
GRAVITY: 1.0 G
CLIMATE: STANDARD, 65% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: HUNDREDS OF RESEARCH SCIENTISTS AND WORKERS
CIVILIZATION: ACADEMIC ADMINISTRATION, TL9 GENETICS RESEARCH
RESOURCES: GENETICS KNOWLEDGE, RESEARCH, AND SKILLED RESEARCHERS AND SCIENTISTS

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Gagarin IV is a "scumworld" that serves as the location of the Federation's premier genetics research and genetic engineering facility. Here, the building blocks of life are studied, and evolution—wisely or not—is hurried along.

ERAS: The Darwin Genetic Research Station was first proposed and constructed during the 23rd century, amid great debate and references to the Eugenics Wars. Darwin Station is fully online by the 24th century. Characters who have genetic enhancements or resequencing may have received it here. The peaceful scientists of Darwin Station, like many others, are forced to compromise their peaceful beliefs in the wake of the Dominion war. Their understanding of genetics and life processes make them ideal researchers both on the genetic dependency of the Jem'Hadar and on the nature of the Founders.

LOCATION

Gagarin IV is the fourth planet of nine orbiting a blue star, approximately fifteen light years from Andoria. As with most planets orbiting blue stars, the world is very young, and would not likely survive to evolve higher life forms in the future. In many ways, Gagarin IV is a snapshot of the earliest stages of evolution on most worlds—as prokaryotic single celled organisms evolve into early eukaryotic organisms, designed to survive on carbon dioxide and expel oxygen. Were Gagarin IV orbiting a yellow or orange star, within a few million years life in all its glory would likely emerge. As it is, its star will have burnt up sufficient nuclear fuel to change size and luminosity long before that point, and the world's protolife will have died out.

CLIMATE

A damp world of almost two-thirds water, Gagarin IV is nearly identical in many conditions to Earth when Earth first evolved eukaryotic life forms. The world is new, and the weather patterns can be harsh as a result. Rain and storms come suddenly and often, but disappear as quickly as they come.

The climate is also perfect for the eukaryotic life that is Gagarin IV's only indigenous life form. The "scum" is generally several inches thick along most river valleys, fed by the rainfall and waterways. Spores and buds fill the air as well, giving the sky a greenish cast, and even making the world look green from orbit. The percentages aren't so great as to be a problem for breathing, unless someone is allergic. Still, Darwin station is careful to filter its air and water.

GEOGRAPHY

In many ways, the planet's geographic features are rough and new, without eons of wind and water erosion to soften and smooth terrain. However, the preponderance of green slime—each cubic meter containing literally billions of single celled organisms—on all surfaces in temperate areas makes the rocks and terrain seem smoother from a distance. (Increase the TN of physical actions on the surface of Gagarin IV by 2 or more to represent the slimy, unstable footing.)

The lack of sophisticated life forms makes Gagarin IV ideal for genetic research—the eukaryotic life means there is a breathable oxygen/nitrogen atmosphere, but the lack of bacteria, viruses or organisms with complex DNA keeps the research from becoming contaminated.

CIVILIZATION

The only population on Gagarin IV is at the Darwin Genetic Research Station, founded to be the Federation's preeminent Life Sciences research facility. Darwin Station started as a humble building on the banks of a gorge. Later, as the Station expanded and research projects grew in scope and complexity, new, multi-level facilities were constructed on the opposite side of the gorge, with a transit bridge connecting them. Later construction expanded the facility to over sixty acres.

Darwin Station is civilian-run and administrated, though Starfleet supports and supplies the station.

Illustration by Kieran Yanner

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Several hundred research scientists are in residence at any time, as well as visiting faculty, assistants, graduate students, workers, test subjects and patients at the attached medical facility. There are many concurrent research projects running, with each project being headed up by a scientific administrator. There is also a central administration that oversees all projects, allocates resources, seeks funding and support, and tries to keep an eye on the overall picture. This is especially important given the natural tendency for research scientists to focus on personal projects to the exclusion of all others. Unfortunately, several Head Administrators have also been researchers at the station, which has occasionally led to conflicts of interest.

History

The Darwin Genetic Research Station was first proposed in the mid 23rd century, garnering considerable debate. The Station's stated purpose would be to explore the limits of human evolution, both examining the natural processes that led to humanity's current genetic makeup and predicting the new directions humanity could move into as they spread into the galaxy and filled new ecological niches. The Station would also seek to "move humanity along the path," actively attempting to engineer the next stage in human evolution. Originally proposed as an Earthbound research facility, Darwin Station became a political hot potato. Though it had been over two centuries, no one had forgotten the Eugenics Wars, where genetically engineered "supermen" inflicted tremendous harm on Earth before being defeated.

Finally, Dr. Rosa Digulio was able to convince the Federation Council to sponsor Darwin Station, on the condition that its research would be conducted in complete isolation. If the researchers accidentally created a new Khan Noonian Singh, the Federation wanted him contained from the beginning. Dr. Digulio gladly agreed, wanting a place with a minimum of potential contamination by outside sources. Andorian representatives on the Council proposed Gagarin IV—a beautiful, simple world with no sophisticated life forms and too warm a climate for Andorian comfort—and Darwin Station had a home.

After being constructed by the Starfleet Corps of Engineers, the Darwin Genetic Research Station went online in 2285. Originally a moderately small, self-contained facility, Darwin Station swiftly expanded as the breadth and scope of research expanded. All aspects of human genetics were subjects of exploration, and many programs showed promise right from the beginning.

One of the most promising programs was headed by Dr. Sara Kingsley, who synthesized several of the findings of her collegues into a single project, attempting the creation of the next step in human evolution. Dr. Kingsley's passion for her project was infectious, and her political skills were considerable. Though some colleagues raised concerns, Dr. Kingsley's appointment as the Head Researcher and Administrator of Darwin Station in 2249 ensured the work would go on. While literally dozens of other projects continued, Dr. Kingsley's work became the primary focus of the station.

In 2353, the project's first children were born. Genetically engineered in all ways for survival, the children grew quickly and perfectly. They possessed telepathic and telekinetic abilities that rivaled natu-

Illustration by Blake Beasley

rally psionic Federation races. Most remarkable of all, they possessed an active immune system. Their bodies could sense potential sources of disease even from across the room, generate active antibodies that could leave their host and attack the parasite before it could ever invade the child. This was the crowning achievement of the new children's genetic template, and it would prove to be their curse.

In 2365, the *U.S.S. Lantree*—a *Miranda*-class supply ship—made a regular resupply run. One of its crew had a minor flu that triggered the children's active immune systems. However, the antibodies attacking the disease adapted themselves to attack the host carrying the disease, becoming an entirely new kind of plague. This illness seemed to accelerate the aging process in its victims. The disease spread to all 26 crew members of the *Lantree*, who died of simulated old age within days.

The *U.S.S. Enterprise*-D, responding to the *Lantree's* distress call, backtracked to Darwin Station. There, they found the same plague had broken out among the researchers. Dr. Katherine Pulaski, the chief medical officer of the *Enterprise*, was able to determine that the newly engineered children were the cause of the illness. Armed with this knowledge and a pathology of the illness, the crew of the *Enterprise* was able to develop a transporter-based cure.

Following this scare, the children of Kingsley's project were placed into isolation for their own protection and the protection of the researchers. Work on the project was suspended temporarily in lieu of developing a way for the children to once again interact with their parents. Of course, other research continues as normal on Darwin Station.

Places of Interest

The only populated area on Gagarin IV is Darwin Station. Within the station, the most interesting locations are the isolation labs where the children are housed, and the extensive computer core, where the sum of six hundred years of human genetic research and development is housed.

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Illustration by Kieran Yanner

GALOR IV

PLANETARY PROFILE

PLANET NAME: GALOR IV ("MUDD")
CLASS: K
MOONS OR RINGS: NONE
GRAVITY: 1.0 G
CLIMATE: THICK ATMOSPHERE, 25% HYDROSPHERE, COLD
DEMOGRAPHICS: HUNDREDS OF THOUSANDS OF GALOR-TYPE ANDROIDS, THOUSANDS OF FEDERATION RESEARCHERS AND STUDENTS
CIVILIZATION: ACADEMIC AND MILITARY BASE, TL9 ANDROID TECHNOLOGY
RESOURCES: ANDROID RESEARCH AND KNOWLEDGE, SKILLED CYBERNETICISTS

Designated as an outpost for explorers from the Andromeda Galaxy centuries ago, Galor IV is at once a tremendously valuable archeological site and the location of the most sophisticated android research facility in the Federation. But for many, the scientific or archeological treasures of this cold, Class-K world pale compared to the legendary conflict played out beneath its surface, in the days when Galor IV was simply called *Mudd*.

Eras: Galor IV is discovered by a con-artist and quintessential rogue in the 23rd century, but the Federation quickly moves to neutralize his influence and capitalize on the world. Galor IV's android population attracted Starfleet's attention immediately after the planet's discovery. Research facilities would need to be set up (and attempts by Harcourt Fenton Mudd to swindle the researchers or effect his escape would need to be warded off) during this era. Eventually, the Federation manages to establish a university presence here. By the 24th century, the most sophisticated cybernetic and robotics research and development facilities in the Federation can be found on Galor IV, with civilian researchers and Starfleet science officers

alike seeking to unravel the secrets of heuristic learning systems and neural networks. With the discovery of the Borg, analysis of their cybernetic technology is spearheaded on Galor IV as well. Galor IV becomes an important center of weapons research and design during both the Borg incursions and the Dominion War, with more advanced computer systems heading the list of important research—in their own way as important as the development of quantum torpedoes.

Location

Galor IV is the fourth world of nine in orbit around a red dwarf star deep in the Federation. It is within ten light years of Deneb, the planet Harry Mudd was fleeing from when his starship was damaged, previous to his crash-landing on Galor IV.

Climate

Galor IV is a harsh, lifeless world of unbreathable gases and never ending storms. When the Andromedan Makers were first investigating planets to use as outposts for exploration, they believed the inhospitable conditions on Galor IV would let them use the planet undetected until they were ready to make contact with our Galaxy's inhabitants. However, they were no more capable of surviving on Galor IV than human beings would be, so they first sent a crew of androids to take possession. These androids created underground pressurized facilities.

Geography

Galor IV is a rocky world, rich in common industrial minerals. While this makes Galor IV of some importance in mining and trade, it also means it possess all of the local materials needed to build extensive underground facilities. The first androids sent by the Makers created the first of these facilities, and then creating tens of thousands of new androids, each new set building new chambers and facilities.

Civilization

The "civilization" of androids on Galor IV has always been extremely utilitarian, with many hundreds of identical androids built in each series, designed for specific work. Numbered pendants they wear on necklaces differentiate these androids. Though highly sophisticated from a mechanical standpoint, the androids are not truly sentient the way Commander Data of the *U.S.S. Enterprise*-D and -E is. Instead, they use expert systems that let them assess the situations they are in and choose the most logical course of action. When additional computing resources are required, they can pool their resources together through a single coordinating locus. This makes them highly susceptible to illogical commands or propositions, as their expert systems are not sophisticated enough to discriminate between truth and fiction, fact or fancy.

After returning the android populace to adapting the planet to productive use, Starfleet and the Federation sent teams to study the sophisticated androids. Over time, this evolved into a permanent research station, which in turn became an Annex of the Daystrom Institute of Technology with emphases on cybernetics and robotics. The Daystrom Institute is a civilian institute, but Starfleet has a considerable investment in it as well. Commander Bruce Maddox served as Chair of Robotics of the Daystrom Institute, and Admiral Anthony Haftel has served on Galor IV and headed Starfleet cybernetics research there. Originally drawn to Galor IV because of the number of android subjects to study, the Daystrom Institute Annex now serves as a central repository for android research, with technology from Exo III and throughout the galaxy gathered together for study.

Illustration by Kieran Yanner

History

Countless centuries ago, the beings known as the Makers, native to the Andromeda Galaxy, became curious about our galaxy. They decided to set up several outposts which, after preparation had been completed, they could use as bases for their exploration of the local systems. Galor IV was one of the first worlds designated as an outpost, and they sent a ship of androids to prepare the forbidding world for productive use.

Their androids performed perfectly. However, before the Makers could join them and begin their exploration, their home world's sun went nova, destroying their world and severing all contact between Galor IV and the Andromeda Galaxy. The androids were cut adrift, without purpose. These androids were sophisticated in many ways, but were simple in others, and lacking instructions merely shut down to wait for new orders.

This wait ended in late 2266, when a damaged ship crashed on Galor IV's surface. The androids automatically reactivated and brought the sole occupant of the ship in. This occupant was Harcourt Fenton "Harry" Mudd, a confidence man and rogue on the run from legitimate authorities throughout the Federation. Harry Mudd, upon learning the androids were without direction, declared himself Lord Mudd, programming the androids to serve his every whim and directing them to build many more series of androids—mostly in the image of beautiful women—for domestic service as well as their original functions. For a brief time, Mudd was very happy, even going so far as to name the world after himself. (A name which, contrary to standard procedure, has *not* been made the official designation for Galor IV. It is a name still in common use among underclassmen at the Daystrom Institute Annex, however.)

However, when Harry Mudd discovered the androids would not let him leave—needing him to provide purpose and information about the Galaxy—he hatched a plan to substitute an entire starship's worth of masters for the androids, using the ship to leave. Sending the Norman unit—one of the locus units and among the most sophisticated on Galor IV—to snare a starship, Mudd was delighted to have his "old friend" James T. Kirk and the *U.S.S. Enterprise* fall into his trap in 2267. However, when it turned out that the androids would still not let Mudd free—and indeed, intended to enslave humanity to their benevolent service, believing Mudd to be typical of the breed—Mudd joined forces with the *Enterprise* crew. They defeated the highly literal androids by directing illogic, causality loops and surreal activity towards them, causing an overload of their computational resources and a burnout of the Norman unit. After reprogramming the androids to return to adapting Galor IV for productive use, Captain Kirk imprisoned Mudd there, with Mudd's complete rehabilitation the only condition of his release. Kirk also arranged for the construction of the 500 unit "Stella" series of android, in the image of Mudd's estranged wife, as incentive to reform.

Harry Mudd's final fate is, curiously enough, unknown. However, Galor IV's is well known. The research facilities that Starfleet and the Federation set up to study the Galor IV androids quickly evolved into general cybernetics and robotics research facilities, becoming incorporated into the Daystrom Institute of Technology as an annex in 2315. Doctor Ira Graves

Illustration by Blake Beasley

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pursued much of his early research at the Annex, and taught Dr. Noonien Soong here as well. Dr. Soong's well-publicized early failures to construct a positronic brain were done under the annex's auspices, before he left with his wife to work in seclusion.

In 2361, Captain of Sciences Anthony Haftel was promoted to Admiral and made the Chief of Starfleet Cybernetics Research at the Daystrom Institute Annex on Galor IV. During this time, he also worked closely with Commander Bruce Maddox, then attached to Starfleet Academy, and recommended him as Chair of Robotics at the Daystrom Institute. It disturbed Haftel that Lieutenant Commander Data—the only successful *Soong*-type android—was not stationed at Galor IV. However, unlike Commander Maddox, he believed Data to be sentient and accepted he had the right to serve in Starfleet. However, when Data constructed a child—Lal—in 2366, Admiral Haftel used his authority as head of Starfleet Robotics Research to have Lal reassigned to the Galor IV facility, to help her develop and learn independently from Data. This was motivated both in a belief that the Daystrom Annex faculty had more expertise than Data in these matters, and out of the fear that having the only two *Soong*-type androids on a single starship was simply too dangerous, lest they both be destroyed by misadventure. Data, who considered Lal his child, resisted this action firmly, and had the support of his captain, Jean-Luc Picard, who made it clear he was willing to lose command of the *U.S.S. Enterprise*-D before letting a member of his crew have his child taken by the state. Tragically, this became moot when Lal suffered a fatal cascade failure and died. Admiral Haftel was significantly impressed by Data's parental devotion, and, saddened at Lal's loss, returned to the Daystrom Annex on Galor IV alone.

Places of Interest

Obviously, the Daystrom Institute of Technology Annex is the most visited place on Galor IV. There are several archeological sites devoted to the ancient Andromedan Makers as well, and the production facilities for the Andromeda style androids are also well known. Most students make a point of visiting the sumptuous Lord Mudd chambers at some point. There is also a rumor of a sealed chamber deep within Galor IV, labeled "Stella Containment Facility—do not open." This, of course, is unconfirmed, though the legendary Stella series of androids is no longer in service on Galor IV.

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ICONIA

PLANETARY PROFILE
PLANET NAME: ICONIA
CLASS: M
MOONS OR RINGS: 2 MOONS
GRAVITY: 1.1 G
CLIMATE: THIN, 10% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: NO INHABITANTS
CIVILIZATION: NONE, SOME ARTIFACTS AT TL10
RESOURCES: ARCHEOLOGICAL FINDS, ADVANCED TECHNOLOGY

91-75

One of the true legends of the Alpha and Beta Quadrants, Iconia's civilization was destroyed by planetary bombardment over 200,000 years in the past. However, the legends of these "Demons of Air and Darkness" have been passed down from generation to generation, making the discovery of Iconia in 2365 one of the landmarks in archeology… and very nearly one of the most dangerous discoveries of all time.

Eras: Before Starfleet discovers the Iconians, the Vulcans or Andorians may have references to the ancient Iconian civilization, and even the most minor of Iconian artifacts may include technological keys unknown in the Galaxy in that era. Iconia was a legend during the 23rd century, and Iconian artifacts might be found (and fought over) on any number of worlds. It is possible that the Guardian of Forever was Iconian in origin. By the 24th century, the Federation has discovered a few Iconian remains, but the empire remains enigmatic. The destruction of the Iconian gateway may have signified the end of the greatest threat, but neither the Federation nor the Romulans can afford to let the other mine Iconia for archeological secrets. The discovery of an Iconian gateway in 2372 on Vandros IV in the Gamma Quadrant both highlights the range of Iconia's reach and the ever-

Illustration by Kieran Yanner

present threat of letting their technology be exploited by other powers in the Galaxy.

Location

Iconia is the fourth of nine worlds orbiting a yellow sun. It is located deep in the Neutral Zone between the Romulans and the Federation, and is closer to the Romulan side of the zone. As it is within the neutral zone, neither the Romulans nor the Federation can claim Iconia, nor send expeditions to develop the planet save jointly. And, given the nature and value of Iconian technology, the likelihood of a joint archeological mission is slim at best.

Climate

It is hard to tell what Iconia's climate once was, but it's likely the planet once possessed significant water presence and a temperate climate. However, the bombardment of Iconia destroyed most of its biosphere. While the world continues to be Class M, and is capable of supporting life, there is little vegetation left on the planet. Radiation persists on the Iconian surface even after all this time, masking scans and making long range surveys of the planet difficult at best.

Geography

Iconia is an old world, sadly made barren by an assault so old no one knows who even destroyed the planet. With little living on the planet, the weather has had a chance to smooth over the terrain unimpeded. Long, featureless plains are typical on this world, and mountains have mostly been laid low. The rare exceptions are those ranges formed by a convergence of the tectonic plates or rare volcanic activity. Oddly enough, the last known power source and gateway on Iconia was in one of those mountain ranges, protected from the weather by the mountains and having avoided destruction both by the initial assault on Iconia and the slow movement of tectonic forces.

Civilization

Almost nothing definite is known of the Iconians. On hundreds of worlds, legends tell stories of their near-magical technology and their warlike ways. However, there are some theories that the Iconians may have been peaceful, but their destroyers may have been so frightened of their technology that they destroyed what they could not understand. There are even some who say that the descendents of Iconia still live in the galaxy, though who those descendents might be remains unknown.

What *is* known is the sophistication of their technology. The Iconians possessed transporter portal technology literally capable of reaching from the Beta Quadrant to the Gamma Quadrant—a trip of over seventy thousand light years—instantaneously. Iconian computer technology was so sophisticated that a single exposure to an interface probe was capable of rewriting the software of every computer on board the *U.S.S. Yamato* instantly, and so pervasive that even just downloading the *Yamato's* log infected both the *U.S.S. Enterprise*-D's computer system and that of the Romulan Warbird *Haakona*, to the point that complete memory purging and reloading was necessary. The Iconian gateways imply Iconia may have possessed transwarp technology as well, and given their computer probe was sufficient to destroy one *Galaxy*-class starship casually and nearly destroy two other starships with one contact, one can only imagine how destructive Iconian weaponry was.

History

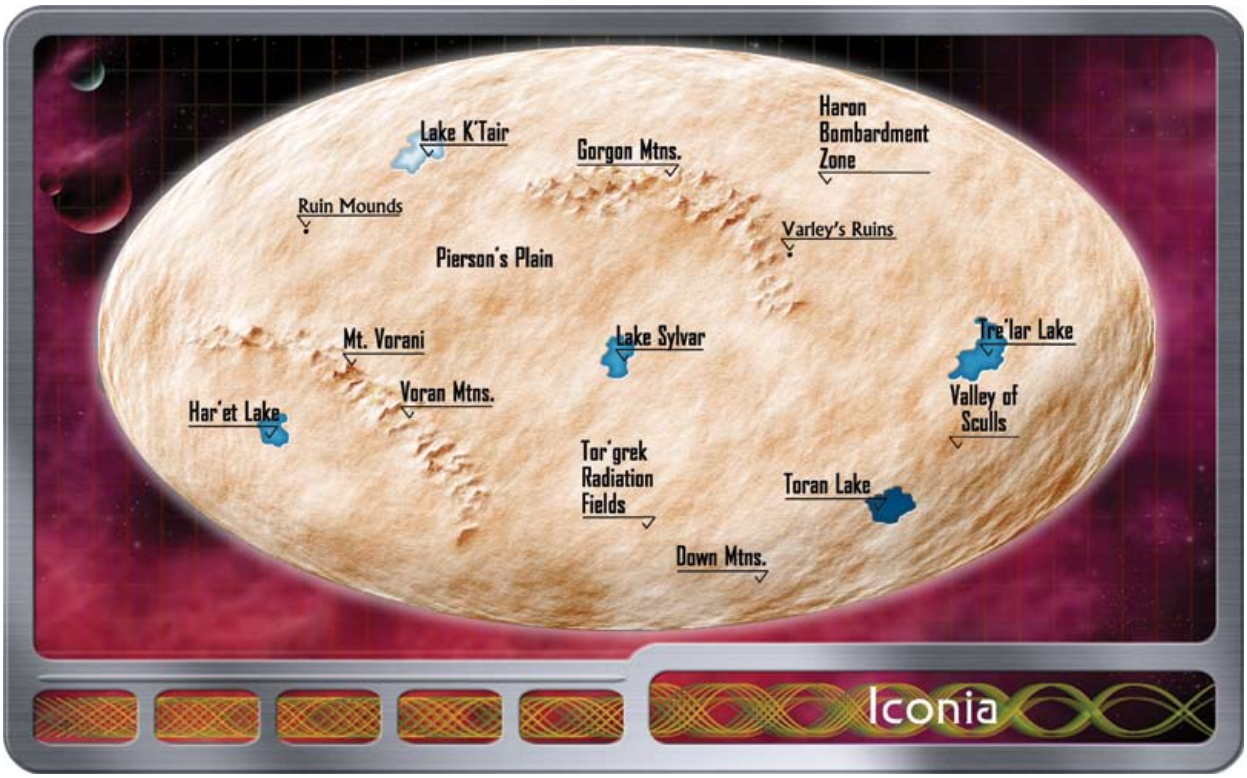
So little is actually known of Iconia that it is impossible to separate history from folklore. The high Iconian civilization existed some 200,000 years or more in the past, and at that time Iconia had the technology to spread out across the galaxy as easily as a Starfleet Cadet might beam from Starfleet Academy to New Orleans in 2265. Literally hundreds of worlds have evidence of Iconian influence or visitations in their past, and the legends have come down describing the Iconians as warmongers and conquerors. According to these stories, the other worlds of the galaxy finally banded together, journeyed to Iconia, and finally destroyed the "demons of air and darkness" by bombardment.

However, it has been pointed out by many that the winners write the history books. Was Iconia truly a warlike power? If they were, how did the technologically inferior races of the galaxy destroy their oppressors so completely? And were the Iconians truly wiped out, or did some escape? For centuries, there were no answers to these questions. There were merely worlds with similar language structures, artifacts that were as puzzling as they were intriguing, and the mystery of where the planet Iconia really was.

That mystery was finally solved in 2365, by Captain Donald Varley of the *U.S.S. Yamato*. Finding an ancient Iconian star chart and adjusting for stellar drift and parallax, Captain Varley was able to pinpoint Iconia's location. Unfortunately, it pinpointed it deep within the Romulan Neutral Zone.

Captain Varley had his archeological and scientific interest turn to horror. If even one tenth of the legends of Iconia were true, the race that gained access to Iconian technology would vastly outstrip the other galactic powers. If the Romulans were the ones to gain that technology, then Starfleet and the Federation were doomed.

Deciding the risk was too great even to respect the treaty, Captain Varley violated the Neutral Zone and went to Iconia. There, the *Yamato* was probed by an automatic system that launched to meet the ship. This probe was some kind of energy construct which, upon reaching the *Yamato*, attempted to interface with the *Yamato's* computers. In so doing, it infected the



Yamato's computers with a deadly computer virus that literally rewrote the ship's control software to Iconian standards. Of course, Federation systems weren't designed to operate under Iconian software, and system failures began to move across the ship. As the *Yamato's* crew became endangered by malfunctions, Captain Varley sent a distress call to her sister ship, the *U.S.S Enterprise*-D. Tragically, the *Yamato* lost warp containment before the *Enterprise* could assist them.

Recognizing the value—and potential danger—of Captain Varley's discovery, Captain Jean-Luc Picard of the *Enterprise* decided to also violate the Neutral Zone and investigate Iconia. Discovering that the Iconian probe had infected the *Yamato's* computer systems—and that the infection had spread to both the *Enterprise* and the Romulan Warbird *Haakona* via the *Yamato's* log—the *Enterprise* destroyed any Iconian probes launched against it. After battling progressive system malfunctions and computer failures on both ships, the *Enterprise* and the *Haakona* managed to purge their computers by erasing them and restoring all default control programs from protected backups.

During this time, Captain Picard led an away team to Iconia's surface, where they found an Iconian gateway capable of spanning the Galaxy. Rather than let this technology fall into Romulan hands, Captain Picard managed to destroy the gateway and the last known base on Iconia.

It is worth nothing that while no ship has explored Iconia since, a second Iconian gateway was discovered, some sixty thousand light years away on the planet Vandros IV in the Gamma Quadrant. Captain Benjamin Sisko, commanding *U.S.S. Defiant*, led a joint strike with Dominion forces to prevent a renegade group of Jem'Hadar from controlling the gateway. In the process, the gateway was destroyed.

Places of Interest

There are no known power signatures remaining on Iconia, but it is highly likely that artifacts, technology and many interesting secrets remain buried under two hundred thousand years of sediment, waiting to be freed.

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Illustrations by Blake Beasley and Kieran Yanner

JANUS VI

PLANETARY PROFILE

PLANET NAME: JANUS VI
CLASS: H
MOONS OR RINGS: 2
GRAVITY: 0.85 G
CLIMATE: THIN ATMOSPHERE, 0% HYDROSPHERE (TRACE AMOUNTS OF GROUND WATER AND WATER ICE AT THE POLES), VOLATILE TEMPERATURES
DEMOGRAPHICS: VARIABLE POPULATION OF INTELLIGENT SILICON-BASED NATIVES
CIVILIZATION: OPEN AND CONFORMIST, TL 1, NO FORMAL GOVERNMENTAL STRUCTURE
RESOURCES: PERGIUM AND OTHER INDUSTRIAL MINERALS, LATINUM

Janus VI is a Type H planet inhospitable to carbon-based life, but it has produced a remarkable silicon-based intelligent species known as Horta. The planet is valuable to the Federation as a lucrative source of minerals and metal ores, and a mining colony has existed there since 2267.

ERAS: The Federation colonized Janus VI in the mid-23rd century as a mining location for the extraction of heavy metals. Even after replication made most of these heavy metals valueless, the world continued to serve as a production facility for important alloys as well as rare compounds such as latinum.

LOCATION

Janus VI is the sixth planet in the Alpha Janus system, which is located in Alpha Quadrant.

CLIMATE

Janus VI has a thin atmosphere that humanoids used to Class M standards can barely breathe. The air is very dry, and it never rains. Surface temperatures vary widely, from uncomfortably hot at the height of the day to over 100 degrees below zero at night.

Ever since the Federation first settled the planet, plans have been hatched to terraform it and make the surface friendly to advanced life. They usually involve trying to unlock the water frozen at the poles. These plans never get very far, however, because the planet's value has nothing to do with agriculture or creating a biosphere. Also, someone inevitably points out that no one knows how such radical environmental change would affect the Horta.

GEOGRAPHY

Janus VI has no bodies of water. The planet is one big landmass, interrupted only by the polar ice caps and punctuated by mountain ranges. There are active and extinct volcanoes, indicating that the planet is and has been geologically active, but no vast depressions that would suggest that Janus VI has ever had large bodies of surface water.

CIVILIZATION

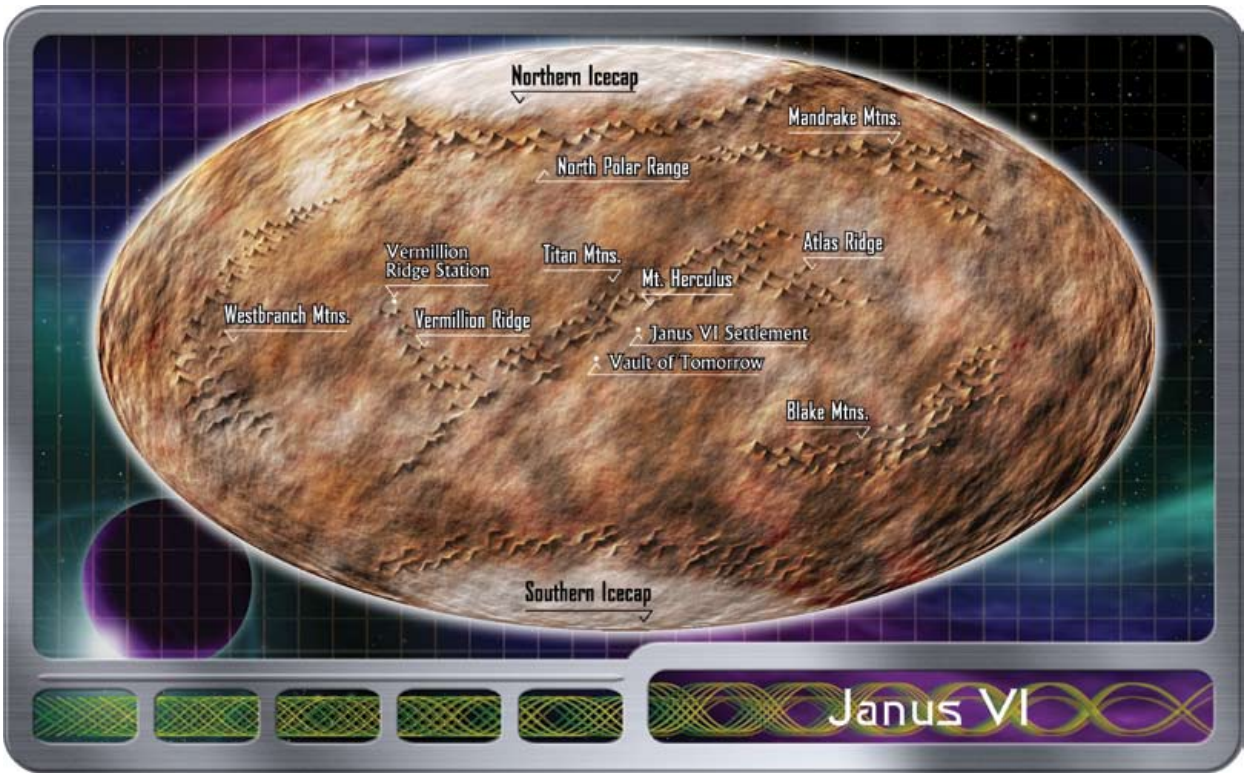
The silicon-based Horta are Janus VI's native intelligent life form. They resemble throbbing lumps of living rock, and they have no appendages or obvious sensory organs. They live underground and secrete a highly corrosive acid that allows them to burrow through rock. They have no external organs for communication, so they exchange information telepathically.

Strictly speaking, the Horta have no civilization. They are highly intelligent, but their lack of appendages and opposable digits make it impossible for them to build a civilization in the sense in which humanoid races understand the concept. They also have a circular species life cycle (and with it a circular notion of time), in which every Horta but one dies off every 50,000 years, that tends to defeat the purpose behind long-term building and planning.

After an initial misunderstanding (which, unfortunately, proved fatal to some Horta young and Federation miners), the Horta freely gave their cooperation to the Federation colony, agreeing to share the planet. They happily assist the miners, insisting only that the colonists treat them with due respect. A few Horta have even served the Federation off-planet as technical advisors on mining projects.

The Federation colony on Janus VI has little to recommend it as an outpost of civilization, either. It exists to pull valuable rocks out of the ground, and that's about it. At any given time, the majority of its population consists of miners who have signed up for 3-month, 6-month or 1-year shifts. Of them, most view their time on Janus VI as seasonal or temporary labor and few bother to bring their families with them. They come in, make a lot of money performing grueling (and sometimes dangerous) work for a short period of time, then leave. The long hours and continual confinement underground takes a psychological toll on those who

Illustration by Kieran Yanner



live there, and not everyone finds the Hortas (friendly though they are) agreeable. The colony's small permanent population encompasses a handful of supervising engineers, the colonial governor and his miniscule staff, merchants and tradespeople, as well as those few miners who keep renewing their contracts.

History

Very little is known about the history of Janus VI, and using the Horta as a pathway into the past has proven fruitless. The nearly complete absence of a fossil record suggests that little, if any carbon-based life has ever existed there. It tells nothing about the Horta (or any other silicon-based life) since they literally disappear into the rock and leave no trace when they die. The Horta themselves have no myths or collective memories that may provide clues; as far as they are concerned they have always existed on Janus VI, since time immemorial.

Federation surveys first detected vast deposits of pergium on the planet in 2266, and the next year the UFP established a mining colony there. Soon thereafter, engineers expanding the mine stumbled upon the Horta hatchery, the Vault of Tomorrow, just as the Horta had reached the end of their species life cycle. The miners broke some of the eggs, not knowing that they contained the seeds of living creatures. The last surviving Horta then struck back at them in defense of its brood. Only the intervention of the *Enterprise*, which had been summoned to Janus VI to investigate reports of attacks on the miners, defused the crisis. After that, the Horta agreed to help the colonists exploit the planet's vast mineral wealth.

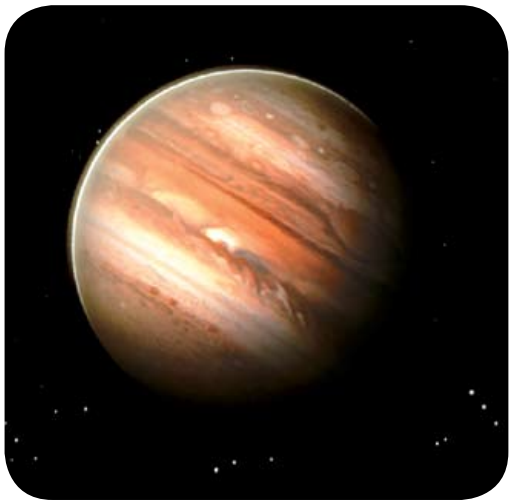
In 2370, independent prospectors discovered a vein of latinum at Vermilion Ridge near the south pole, and the Federation (with heavy financial support from Ferengi investors) set up another settlement to exploit it. Serious work there did not start until after the end of the Dominion War, however. Since then, disappointingly little latinum has ore has been taken been taken out of the ground, and rumors abound that the project's Ferengi backers will either sell their interest or shut down the mine completely. The former prospect worries the Federation more than the latter, since they have no control over to whom the Ferengi may sell their stake.

Places of Interest

There are two Federation mining settlements on Janus VI. The original settlement was established at the base of Mount Herculus, near the equator, to exploit the rich pergium deposits in the vicinity. Over the decades, the Mount Herculus complex grew slowly, reaching a population of 10,000 by the late 24th century. By that time, deposits of ores of important industrial metals such as iron, titanium and zinc had been discovered nearby, and the colony encompassed a number of satellite mining stations within 100 km of the original mine.

As for the mining station at Vermilion Ridge, the population remains small, never reaching more than a few hundred at any given time. A few friendly Horta help the miners however they can, but morale always seems to be low there, depressed even further whenever rumors circulate that the Ferengi investors will pull the plug on operations.

Illustration by Blake Beasley



JUPITER

PLANETARY PROFILE

PLANET NAME: JUPITER
CLASS: J
MOONS OR RINGS: 39 MOONS AND A FAINT RING SYSTEM CONSISTING OF PARTICLES OF ROCK
GRAVITY: THE GRAVITY OF JUPITER IS 2.4 G; THE GALILEAN MOONS ARE SIMILAR IN SIZE AND THEIR AVERAGE GRAVITY IS 0.2 G
CLIMATE: THICK ATMOSPHERE, 0% HYDROSPHERE (GAS GIANT), FREEZING TEMPERATURES ON JUPITER; THIN OR NON-EXISTENT ATMOSPHERE, 0% HYDROSPHERE, FREEZING TEMPERATURES ON GALILEAN MOONS
DEMOGRAPHICS: THOUSANDS OF HUMAN COLONISTS (ON GALILEAN MOONS AND ORBITING STATIONS)
CIVILIZATION: OPEN AND EXPANSIONIST, TL 8, PRIVATE OWNERSHIP WITH LITTLE INTERFERENCE FROM CIVIL AUTHORITIES
RESOURCES: INDUSTRIAL PRODUCTS, MINERALS

Jupiter is a Class J world, a gas giant and the largest planet in the Sol System. As such, it is uninhabitable, but Starfleet maintains military and support facilities near and around the planet as part of its mission to defend Earth. Three of Jupiter's four largest moons, the so-called Galilean moons, have also been exploited by Human colonists for private commercial purposes.

ERAS: Jupiter's moons pave the way for Starfleet's colony projects in the 22nd century; being close to Earth, they are easy to aid in case of emergency, and easy to colonize. While Jupiter itself remains barren, stations and colonies in orbit around the giant continue to grow throughout the following centuries.

LOCATION

Jupiter is the fifth planet of the Sol system. It is located in Sector 001 of Alpha Quadrant, near the border with Beta Quadrant.

CLIMATE

Jupiter roils with storms, as heat from its interior circulates through its atmosphere and keeps the thick clouds of gases moving. The Great Red Spot, a massive storm system first observed by Galileo, was still churning around the planet into the 24th century and showed no signs of stopping. As with most Class J planets, of course, the concepts of "atmosphere" and "weather" have nothing to do with supporting advanced forms of life, as they do on Class M worlds. Still, the Great Red Spot remains the most popular sightseeing attraction for visitors to Europa's Club Jove Adventure luxury resort (see below).

The Galilean moons have little or no atmosphere, and therefore no climate. They cannot supply life on their surfaces. The Human colonies there require biodomes with sophisticated life support systems.

GEOGRAPHY

Jupiter has no solid surface and therefore, no real geography. It has become widely accepted that the planet has a metallic liquid hydrogen core, but it is impossible to talk about the topography or geography of Jupiter.

The four Galilean moons are all made of silicate rock, and three of them (Ganymede, Europa and Callisto) also have significant amounts of water ice. However, it's hard to speak of any of them having distinctive features, like continents or oceans or vast mountain ranges on Class M worlds. Io is dotted with volcanoes that spew molten rock and sulfur dioxide in spectacular plumes, but none of these really stand out from the others, or even last very long as surface features.

CIVILIZATION

Jupiter has no colonial government to speak of. Although all settlements in the Jovian system fall under the political and legal jurisdiction of the Federation, they are also the wholly owned property of the private corporations that set them up. The UFP treats them as private property. They receive military protection and emergency services from Starfleet and the Federation because their owners pay their taxes (so to speak), but otherwise they are pretty much on their own. The Federation maintains no administrative presence on any of the moons of Jupiter. Jupiter Station and the Jupiter Outposts are run directly by Starfleet.

The large ore processing plant on Ganymede is owned and operated by Reykeyser Industrial Metals (RIM), which has been one of the Earth's leading producers of steel and other industrial metals since the early 22nd Century. All of the mine pits that feed into the plant are wholly or partly owned by RIM; some of their partners have included the Andorian *keth* Vetra and, more recently, the Klingon Katath family, which has close ties to the Klingon military. The mining colony on Callisto functions in more or less the same way.

Illustration by Kieran Yanner

It is wholly owned by Dennis and Young Amalgamated Industries, a Mars-based concern.

The start-up cost of establishing both colonies was substantial. It included the construction of large airtight domes with powerful artificial gravity and failsafe life support systems. Both have validated their business models, proving over the long term that transporting heavy loads of rock in a low-gravity environment produces cost savings that more than pay back that initial investment.

Europa hosts one of the most interesting and adventurous commercial ventures in the entire Sol system, the Club Jove Adventure resort. The brainchild of audacious Human entrepreneur Richard Nkame Brashear, Club Jove Adventure offers shuttlecraft tours of the Jovian system, submersible cruises through the ocean that lies beneath the moon's ice crust and a luxury spa resort, hotel and casino.

Given that the Galilean moons of Jupiter are owned and operated by large private corporations, it is no surprise that the Humans who live there lack the feisty independence shown by, say, the Humans who colonized Mars. Political matters hardly count out here; every moon is a company town and the Federation never officially sticks its nose in, except in times of crisis. Permanent populations are also quite small, with workers coming and going in shifts that may last for as little as a few months at a time. Only managers live in these settlements for very long, and so no one feels that the land (or even the buildings on it) belongs to them. It belongs to the company, and the workers just do their jobs and keep their heads down.

History

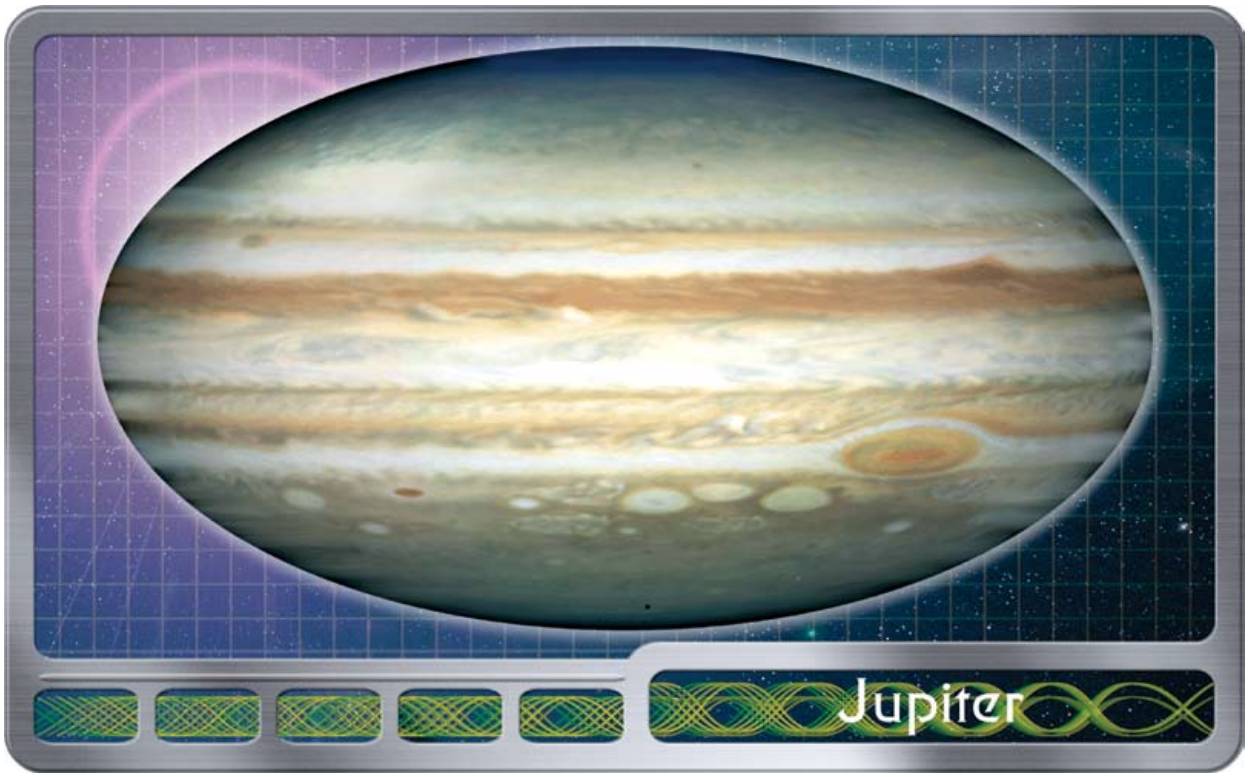
Jupiter has been part of Human consciousness since time immemorial, when early astronomers saw it as a bright star in Earth's night sky. In the 17th century, Galileo Galilei became the first Human astronomer to see Jupiter and its four largest moons (known thereafter as the Galilean moons) through a telescope. In the late 20th century, Earth scientists sent unmanned probes to explore the Jovian system. But it wasn't until the late 22nd century that the technology and the will existed to extend Humans' physical presence to that part of the Sol system.

As early as 2140 Reykeyser Industrial Metals drafted up plans for setting up a mining colony on Ganymede, the largest satellite in the Sol system. The Romulan-Earth War put a temporary halt to all extra-planetary development, since any Human authorities worried that the Romulans would treat civilians operating anywhere away from Earth as targets of opportunity. When the war ended in 2160 initial surveys of Ganymede had already been completed, and construction began in 2161. The first mining complex began operation the next year. In 2165, the Martian conglomerate Dennis-Young Amalgamated Industries claimed Callisto as their own, opening an iron ore mine on that moon.

To some observers, those early days of Jovian settlement took on the aspect of a frontier land grab. Authorities on Earth had never considered how to handle exploitation of the moons of Jupiter, and when Reykeyser Industrial Metals decided to go ahead with their plan, no ownership rights had been established. The company simply claimed all of Ganymede for themselves because no one was in a position to challenge them. Dennis-Young did them same. As the century drew to a close, however, it became clear that Earth would gradually cede its sovereignty to the new United Federation of Planets, and that access to all the remaining real estate in the Sol system would soon be controlled by the UFP.

Before the Jovian frontier closed forever, the colorful entrepreneur Richard Nkame Brashear staked out Europa for himself with a plan more audacious that either of his predecessors dared. In 2198 he staked a considerable part of his fortune on Jupiter as a high-end tourist destination and opened Club Jove Adventure, a five-star resort hotel and casino, on Europa. As with most of his big bets, Club Jove Adventure paid off handsomely for Brashear. After his death in 2250, his heirs sold it to the Hopkins Interplanetary Hotel chain, and they have operated it at a substantial profit ever since.

In 2218, Starfleet constructed Jupiter Station in orbit around the planet, and set up the Jupiter Outposts as the first echelon of its defense network for the Sol system. The frontier had indeed closed, as what happened in the Jovian system was now the Federation's business. However, the Federation has done little to



tinker with the *laissez-faire* arrangement that the Jovian colonies had with Earth authorities. The owners of those colonies still have private property rights, and the Federation leaves any matter that doesn't involve law enforcement, military action or public health to them. As if in acknowledgement of that arrangement, both the Borg invasion of the Sol system in 2367 and the Jem'Hadar raid on Earth in 2371 bypassed the Jovian colonies without so much as a nod.

It should be noted that being left to their own devices may not always be a blessing to the private corporations that have exploited the Galilean moons. From time to time, rumors surface that the Orion Syndicate—and more lately, Yridian gangsters—infiltrates their thugs into the colonies and runs protection rackets. The stories have them targeting just about anyone—the workers, the merchants who supply them, even the corporations themselves.

Places of Interest

The Jupiter Outposts is a network of unmanned sensor satellites placed just above and below the Plane of the Ecliptic in an orbit synchronous with Jupiter's orbit around Sol. They serve as an early warning system for Earth, which hosts not only the Federation Council but Starfleet Headquarters. Jupiter Outpost 92 sounded the first alarm over the Borg invasion of the Sol system in 2367. They did not, however, detect the cloaked Breen warships that raided Earth near the end of the Dominion War in 2371. Starfleet's official inquiry into that disastrous attack questioned the usefulness of the network, characterizing it as "a relic of outmoded technology" and "feeble." However, debate within Starfleet High Command over whether to upgrade it or scrap it altogether was tabled as Starfleet scrambled to replace the starships that had been destroyed in the Dominion War.

The Jupiter Outposts network is monitored from Jupiter Station. In addition to serving as a communications and sensor relay sub-station, the station contains ample room for technological research, administrative offices and training facilities. It also rents dock space and shuttlecraft bays to the industrial operations on Ganymede and Callisto and provides a transit depot for the Club Jove Adventure resort. Starfleet is not particularly thrilled about having so many civilians about on one of its research facilities and prefers to keep the station as segregated as possible.

Starfleet Academy cadets who choose to specialize in Engineering or Medicine often spend a semester at Jupiter Station taking advanced classes, some of which involve working as research assistants on cutting-edge experiments and participating in training exercises. Many of these experimental projects involve the Starfleet Holoprogramming Center, the research institute where Dr. Lewis Zimmerman developed the Emergency Medical Hologram (EMH) and, later, the Long-Term Medical Hologram (LMH). Dr. Zimmerman used himself as the model for the first installed EMH, which was to prove so useful to the *Voyager* during its epic journey across Delta Quadrant. Dr. Zimmerman also taught classes in advanced medical technology for Starfleet Academy, although most instructors at Jupiter Station are Starfleet officers taking a break from line duty.

By 2370, 20 mine pits dotted Ganymede, all of them owned either wholly or in part by Reykeyser Industrial Metals. Most of these mines produce iron

Illustration by Blake Beasley

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ore, although some produce bauxite or copper ore (no precious metals have yet been found on Ganymede). The ore is transported to Reykeyser's large processing plant, which is located in the bowl of a large crater. A city capable of housing 20,000 workers, eventually named Ganymedeville, has grown around the plant. Ganymedeville is not a colorful place; it combines the grit of an industrial city with the underdeveloped feel of a frontier town—although it could be said that miners coming back into town after their shift inject their own peculiar liveliness. The same can be said of Dennis-Young's mining settlement on Callisto, which operates six mining pits.

Inspired by the discovery of primitive life forms inhabiting the warm waters that lay beneath Europa's icy crust, Richard Nkame Brashear conceived of Club Jove Adventure, which quickly became one of the most talked about (and expensive) tourist attractions in the Sol system. Club Jove Adventure offers its guest luxury accommodations, gourmet dining, spa facilities, a casino, and shuttlecraft tours of the Jovian system. But its submersible tours have always been its main draw. Visitors descend a mile through the surface ice to the resort's submersible-dock, from which they embark on a three-hour tour of Europa's "ocean," the layer of relatively warm water that lies between the moon's icy crust and core. Volcanic vents open up on the seabed, releasing heat from the core into the water, and colonies of primitive aquatic life unlike anything seen on Earth form around them.

Of the Galilean moons, only Io has never been commercially exploited. Club Jove Adventure runs scenic shuttlecraft tours so guests can see Io's spectacular volcanic eruptions from a safe distance, but that's about it. Those make it both dangerous and uncomfortable to work on the moon's surface. There are plenty of other sources of industrial minerals that are far easier to mine. No surveys of Io have turned up any more than trace amounts of traditional precious metals such as gold or latinum, or substances with advanced technology applications, such as titanium or dilithium. Its most easily available resource is sulfur. But as Xerxes Behn, who was CEO of Reykeyser Industrial Metals when they pioneered settlement of Ganymede, told a reporter when asked about the prospects of setting up shop on Io, "No one needs sulfur *that* badly."

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KHITOMER

PLANETARY PROFILE

PLANET NAME: KHITOMER
CLASS: M
MOONS OR RINGS: 3 MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 65% HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: HUNDREDS OF THOUSANDS OF KLINGON COLONISTS
CIVILIZATION: AGGRESSIVE AND EXPANSIVE, TL 8, COLONIAL GOVERNOR
RESOURCES: AGRICULTURAL PRODUCTS

91-75

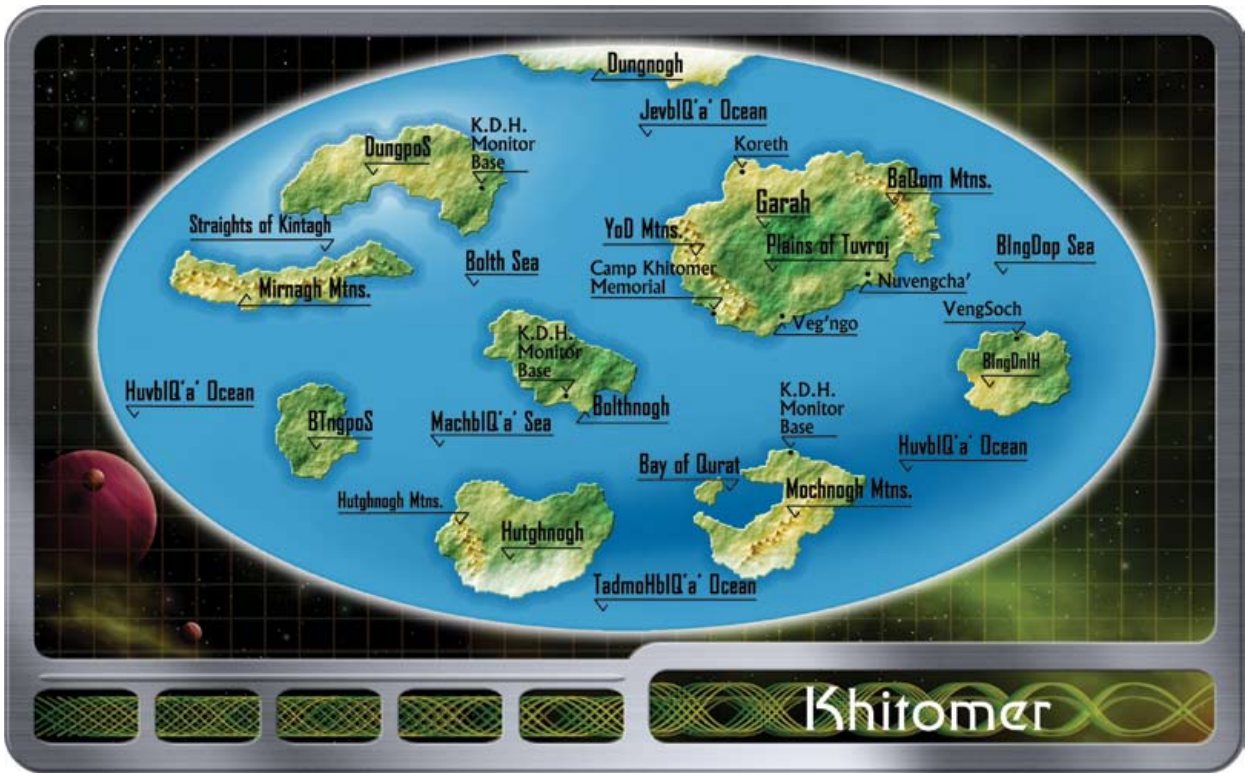
Khitomer ought to be a Galactic crossroads; it is a hospitable world located at a point where the Klingon Empire meets the Romulan Star Empire and the UFP. Because those three empires have spent so much time fighting each other, it became a planet that was too strategically important to occupy, since doing so would only provoke the others. When the Klingons tried to do so, the Romulans promptly massacred their settlers. On the other hand, Khitomer is also famous as the place where the UFP and the Klingon Empire signed their first peace treaty, the historic Khitomer Accord.

ERAS: Camp Khitomer has been known since the 21st century, but attempts to settle it have led to conflicts all through the 23rd century. It's not until the historic Accords in the late 23rd century that Khitomer becomes a fairly stable colony—right up until the Romulan massacre in the early 24th.

LOCATION

Khitomer is the third planet in the Beta Guarada system, which occupies a strategic position just on the Klingon side of the border between the Klingon and Romulan Empires in the Beta Quadrant. It is also

Illustration by Kieran Yanner



relatively close to Federation space, which made it a convenient location for the historic conference that marked the end of the cold war between the UFP and the Klingon Empire.

Climate

Khitomer has a mild, Earth-like climate that is eminently suitable for the development of life. The planet has many flourishing native species of flora and fauna. When Klingon colonists settled on Khitomer, they brought with them their own food crops and domestic animals, specimens of which later survived the Romulan massacre. These have integrated seamlessly into the ecosystem surrounding the settlement site.

Geography

Khitomer has nine large land masses, none of which are connected to each other. The Klingons named the largest Garah and have largely disregarded the others. Garah lies in the planet's northern hemisphere, with its southern tip just touching the equator. They chose a lush mountain valley near the western coast of the continent as the site of the conference center where the Klingon Empire and the UFP would meet to hammer out the Khitomer Accord.

Civilization

As hard as it may be to believe, Khitomer had no native intelligent life when the Klingons discovered it. A Federation survey team sent to the planet before the Khitomer Conference detected some fossil evidence that creatures similar to higher primates had once lived there, but the Klingons never followed up on these findings.

When the Klingon Empire chose Khitomer as the site for their historic meeting with the UFP, they hurriedly constructed a facility especially for the purpose. It was abandoned after the conference, as ongoing hostilities with the Romulans made that sector too dangerous for any permanent presence. When the Klingons finally ventured to set up an outpost on Khitomer in 2344, it refurbished and made use of what was left of the old conference center and the colossal monument erected to the Khitomer Accord after the conference (see below) became its central landmark. However, the Romulan troops who destroyed the settlement in 2346 damaged the entire complex beyond repair.

History

Khitomer has borne witness to both the fondest hopes of peace and the worst depravities of war, both brought there by races not native to the planet. The Klingon Empire discovered Khitomer in 2038 and was pleasantly surprised to find a hospitable Class M planet with no native advanced life forms to contest their claim to it. Before the Klingons could colonize it, however, war with the expanding Romulan Empire made that entire sector too dangerous to settle.

Khitomer remained a tantalizing prize for both the Klingons and the Romulans for the next 250 years; the best the Romulans could do was threaten to take it, but as long as they threatened the Klingons dared not make full use of it. The planet was still uninhabited when Klingon Chancellor Azetbur chose it as the site of the conference at which she would pursue a lasting peace with the UFP in 2293. The Khitomer Conference saw more than its share of drama when Starfleet captain James Kirk foiled a plot by rogue Klingon and

Illustration by Blake Beasley

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Federation officers to derail the peace process by assassinating UFP President Eteon tar-Chereos. But it produced the Khitomer Accord, one of the watershed developments in the overlapping histories of the Klingon Empire and the UFP.

The Klingon Empire finally attempted to establish a permanent presence on Khitomer in 2344, in spite of continuing hostilities with the Romulans. It was believed at the time that the colony's defense shield would provide adequate defense against attack. Unfortunately, a Klingon traitor provided the Romulans with access codes that allowed them to neutralize the shield. The attackers put an estimated 4,000 colonists to the sword. Only a handful of Klingons survived the notorious Khitomer Massacre; one of them was a child named Worf, who grew up to become the first Klingon to serve as a Starfleet officer and later served as ambassador between the UFP and the Klingon Empire.

After the massacre, the Klingon Empire made no immediate plans to resettle Khitomer. Continuing hostility with the Romulans made it too dangerous. Later, civil war, and then the resource sink of the Dominion War, provided too many distractions. Even after the Dominion War, during which the Klingons allied with their longtime foes from Romulus, they had little energy left for colonization, focusing instead in rebuilding their depleted military. Khitomer remained an attractive piece of real estate for any private parties (land speculators, mining or agricultural interests, religious orders, etc.) willing to take on the risks involved in developing a planet that is synonymous with an important moment in history.

Places of Interest

After the Khitomer Conference successfully concluded, the UFP and the Klingon Empire erected an enormous obelisk to commemorate the treaty. Made of obsidian and titanium sheeting, the Peace Monument rises 100 meters into the air and can be seen by the naked eye for miles in any direction. At its base is a large plaque engraved with the signatures of UFP President Eteon tar-Chereos and Klingon Chancellor Azetbur and the words: "For the future of our peoples, we will explore this undiscovered country together." The Romulan troops who destroyed the Klingon colony in 2346 tried to deface the monument, but never put enough effort into it to cause substantial damage. Afterward, the Klingons (over the objections of some in the UFP diplomatic corps) decided not to repair the dings and bits of graffiti that the Romulans had inflicted, leaving it instead as a memorial to their dead.

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LIGON II

PLANETARY PROFILE
PLANET NAME: LIGON II
CLASS: M
MOONS OR RINGS: 3 MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 70% HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: MILLIONS OF HUMANOID NATIVES
CIVILIZATION: DISCIPLINED AND ISOLATIONIST, TL 3, DECENTRALIZED LOCAL ARISTOCRACY
RESOURCES: TEXTILES, MEDICINAL ORGANISMS

91-75

Ligon II is homeworld to an isolationist humanoid race that shows a polite and gracious face to one and all even as it regards foreigners with deep suspicion. It is valuable to the Federation mainly as one of the few known sources of a microbe that produces a treatment for Anchilles fever.

Eras: Ligon II's populace remains embroiled in planetary warfare throughout the 22nd century. They remain isolated until Federation contact at the opening of the 24th century, after which they are a neutral, somewhat antagonistic, power.

Location

Ligon II is the second planet in the Ligon system, which is located in Alpha Quadrant.

Climate

Ligon II's climate falls well within Class M norms. Most of the planet's landmass is concentrated in the subtropical and tropical zones, so not many Ligonians experience cold weather. Many, however, experience the tropical storms that roil the equator at the beginning and end of their warm weather season.

Illustration by Kieran Yanner

Geography

Ligon II's total landmass is slightly smaller than average for a thriving Class M world. It has six continents, all of them about the same size as Earth's Australia, and all of them separated by the planet's oceans. Smaller islands dot the oceans, and many of these are inhabited.

Early Federation surveys of Ligon II revealed the existence of a microbe, *amidia floris*, that lives in large colonies in subtropical bogs and swamps, and which secretes an anti-toxin against the parasite that causes Anchilles fever. This makes the planet important to the Federation, as very few cures for that deadly disease exist. Federation scientists are much interested in conducting more detailed surveys of Ligon II's native flora and fauna to see what curative properties they may have, but most Ligonian authorities have been reluctant to open themselves to more contact with outsiders.

Civilization

Publicly, Ligonians seem agreeable and eager to please. Their social code places a strong emphasis on politeness, as expressed through social rituals, and honor as measured by how others judge you according to generally accepted codes of conduct. Deceit, disloyalty, failure, personal rejection and criminal behavior are all considered shameful. In practice, however, this veneer conceals the fact that Ligonians are quite capable of devious intrigues against each other. Similarly, Ligonians treat those who visit them from off world with considerable grace, but privately, they regard foreigners with deep suspicion and usually consider them culturally inferior.

Federation sociologists often describe Ligonian society as matriarchal because only females have the right to own property, while males are relegated to stewardship of their possessions. But it is really more complex than that. Property owners place great trust in their husbands, seeing as how they function as operational managers of all of their assets. They are, in effect, business partners, although the wife is always the titular boss. And while Ligonian society permits polygamy, just as many males as females take multiple spouses, so the institution hardly functions as a way for one sex to control the other.

Ligon II has no world government, only regional and local lords whose rule by right of their wealth, the extent of their landholdings and the military power they command.

The Ligonians' level of technology remains well behind that of the Federation, and this has always been a subject of anxiety and contention among their leaders. The Federation, in keeping with its Prime Directive, refuses to insist that the Ligonians open themselves to innovation, but clearly any lord who makes use of post-industrial production techniques or equips his followers with energy weapons could leapfrog ahead of his rivals in wealth and influence. In practice, however, any lord who attempts to do so is destroyed by his rivals before he can get too far ahead of them. The prevailing winds on Ligon II blow in a conservative direction, and the majority opinion among the ruling elite remains that their traditional ways are best, and that they have no need of "contamination" from foreign worlds.

Illustration by Blake Beasley

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History

The Ligonians are a relatively young civilization, as their lack of technological development would suggest. Their earliest written records suggest that they were once a warlike one, as they tell of local and regional chieftains fighting intense and bloody wars against each other. These centuries of constant warfare culminated in the period known as the Time of the Warring Lords, in which the social codes of honor that they follow to this day were formed. On the other hand, the Time of the Warring Lords also produced revulsion against rampant warfare among the ruling elite, and since then political leaders on Ligon II have largely refrained from open conflict with each other.

The Ligonians made first contact with the Federation in 2318. They declined to apply for UFP membership, but did agree to very limited forms of cooperation. As a result of one such venture, the famed wrestler Eretan taught unarmed combat at Starfleet Academy from 2320-24, once giving a demonstration of traditional Ligonian martial arts that remained part of Academy lore for decades afterward.

After that initial period of cooperation, however, most Ligonian leaders began to pull back from contact with the Federation, fearing that too much foreign influence would destabilize their society. The Ligonians nearly ran afoul of the Federation in 2364 after an outbreak of Anchilles fever on Styris IV. Starfleet dispatched the *Enterprise*-D to negotiate for access to the *amidia floris* microbe. A delegation led by Lutan, who had become a minor lord by virtue of his marriage to a prominent landowner named Yareena, met them. Unfortunately, Lutan used the opportunity to kidnap *Enterprise*-D Security Chief Lieutenant Tasha Yar and claim her as his new First One, or primary spouse. Under Ligonian custom, this forced a ritual combat to the death between Lieutenant Yar and Yareena; Lutan hoped that Lieutenant Yar would prevail, thus allowing him to inherit Yareena's property. Lieutenant Yar foiled the plot striking Yareena with the poisoned weapon, but using the *Enterprise*'s advanced medical technology to resuscitate her opponent.

The Federation Council chose to overlook the incident and maintain cordial relations with Ligon II. But the Ligonians remained aloof from the Federation. They never formally applied for Federation membership, despite many unofficial discussions with UFP diplomats on the subject.

Places of Interest

In particular, the *Enterprise*-D wanted access to a bog in a far corner of Yareena's lands. Colonies of *amidia floris* flourish in such places, forming ugly gray-green sludge that floats on the surface of the water. Ligonians have always considered them eyesores, and sometimes drained their bogs to get rid of them.

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M-113

PLANETARY PROFILE

PLANET NAME: M-113
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 30% HYDROSPHERE, VARIABLE TEMPERATURES
DEMOGRAPHICS: ONLY INTELLIGENT LIFE FORM IS THOUGHT TO BE EXTINCT
CIVILIZATION: TL 4 AT THE TIME OF ITS APPARENT EXTINCTION, OTHER DETAILS UNKNOWN
RESOURCES: UNKNOWN

91-75

M-113 is a remote backwater planet in Federation space, hence its prosaic designation. It was once home to a race of humanoid beings that fed by sucking salt out of live prey, but an undetermined ecological catastrophe seems to have wiped out their food supply, and them along with it.

Planet M-113 was catalogued early in the Federation's 23rd century explorations. The planet remains largely underused due to its lack of native resources.

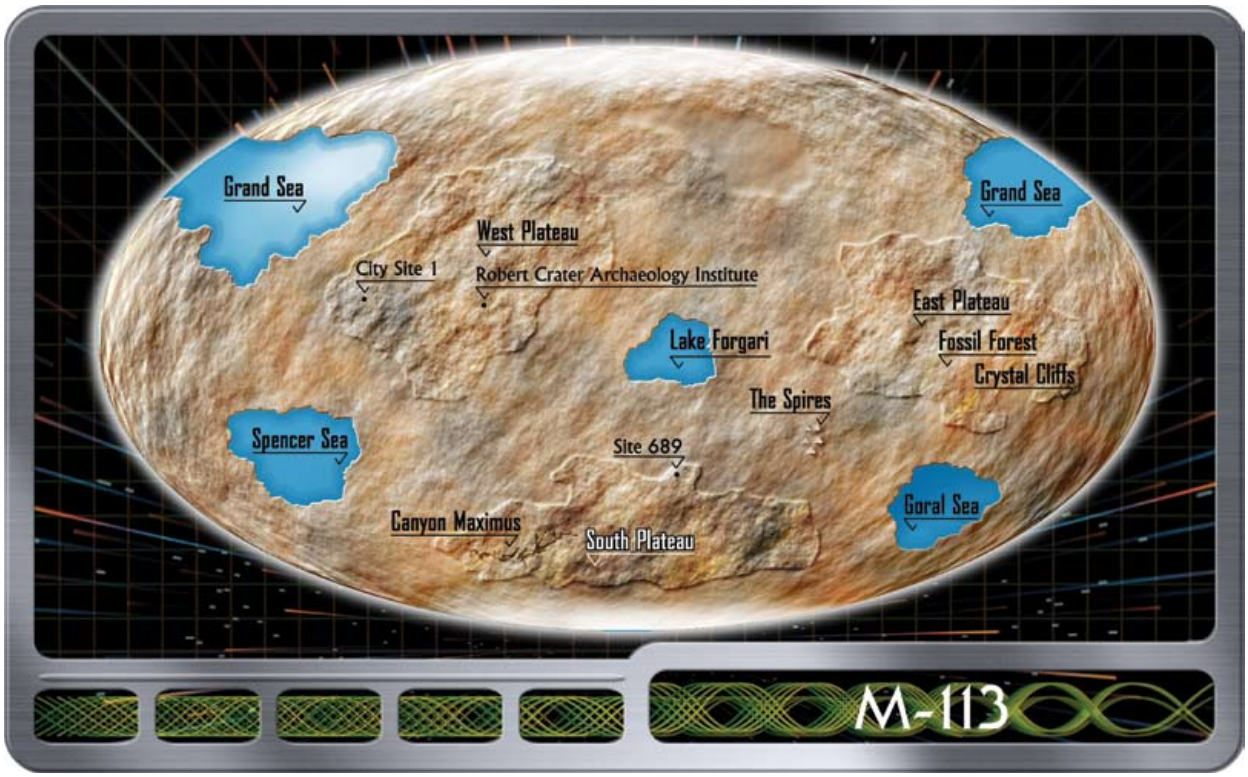
Location

The planet designated M-113 is the third planet in the Alpha Kezar system in Alpha Quadrant.

Climate

The atmosphere of M-113 is now much drier than it used to be. There is very little precipitation, so that what flora now survives on the planet is hardy indeed. Temperatures vary widely, ranging from —50 degrees Farenheit on a winter night to over 100 degrees Farenheit during the day.

Illustration by Kieran Yanner



Geography

M-113 has little surface water for a Class M planet, but by all appearances its oceans were once much more extensive than when the Federation first discovered the planet. One can now see the outlines of the coasts of what were once three large continents rising above vast flats of what was once ocean floor. The planet now has one large connected landmass punctuated by small seas of salt water.

Civilization

Very little is known about the intelligent species that once inhabited M-113. They are known as salt vampires because no one has ever figured out what they called themselves. In fact, it is not even certain that the race is extinct. The last known salt vampire died in 2266, but since then the Federation has conducted no survey extensive enough to determine conclusively whether or not individuals or even small pockets of population might still exist.

The salt vampires were humanoids whose unusual body chemistry bred in them an intense craving for salt. Without almost constant intake of sodium chloride their bodies withered and died. Their appearance was also quite distinctive; their bodies were covered with leathery green skin and stringy white hair. Their eyes were small and sunken into the head, and their round mouths resembled that of a Terran lamprey. They fed by attaching their sucker-like hands to their prey, drawing out the salt. Their most outstanding characteristic, however, was their uncanny ability to penetrate the mind of any creature and conceal its true appearance by hypnotizing its victim. In essence, it could change shape at will using psionics, by persuading a target creature that it was someone (or something) other than itself. This ability was documented most thoroughly by Doctor Leonard McCoy, Chief Medical Officer of the *Enterprise*, after that Starfleet vessel's visit to M-113 in 2266; presumably, salt vampires used it to lull their prey into a false sense of security.

Judging by the ruins and artifacts that they left behind, salt vampire civilization never advanced past Tech Level 4. The exact reason for its collapse remains unclear. Fossil evidence discovered by Robert Crater, the only Federation scientist to have studied M-113 in depth, indicates that life was once more prevalent on the planet than it was when he arrived there in 2261, and that the climate was warmer, moister and more hospitable. Crater concluded that at some point in its not-too-distant past, an ecological catastrophe had befallen M-113, wiping out much life on the planet. The salt vampires fed by sucking sodium chloride from

Lure of the Salt Vampire

If a salt vampire wishes to deceive a Crew member regarding its appearance, have the player make a Willpower test (TN 15). If successful, the character resist its powers and see it as it really is. Otherwise, it may convince the subject that it is anyone or anything of its choice! Once it enters the character's mind, it intuitively understands the identities that are most likely to get him to drop his guard. There is no range limitation on this ability, except that the salt vampire must be able to see or hear its target. There is no limit on the number of targets it may affect at a time.

Illustration by Blake Beasley

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living creatures, so the mass extinction all but eliminated their food supply.

History

M-113 has always been a dusty backwater of Federation space. Initial surveys of the planet indicated that it did not harbor useful resources in any significant degree. They did, however, reveal the existence of what appeared to be large clusters of ruined buildings—that is to say, lost cities.

These apparent ruins made M-113 an object of interest to archaeologists as well as explorers, even though the planet's remoteness and hostile environment made it a relatively undesirable subject for study. Why plunge into the middle of nowhere when you could explore perfectly interesting sites on Andoria or Vulcan, and have a hot shower and a gourmet meal at the end of the day as well?

The one archaeologist who didn't feel this way was Professor Robert Crater. Crater was a recluse by nature and he had a reputation among his colleagues for preferring digs in remote places. In 2261 he took an extended leave from his position at the University of Chicago's Extraterrestrial Institute and departed for the far-off planet, accompanied only by his wife and assistant, Nancy. Crater set up camp just outside City Site 1, the largest and most accessible cluster of ruins identified by the preliminary surveys.

Crater discovered the salt vampires by a circumstance as unfortunate as any he could imagine. A lone salt vampire—the last of its kind, as far as Crater would ever know—ambushed Nancy Crater and fed upon her, killing her. For reasons he could never quite articulate, Robert Crater refused to kill it when he discovered this. Instead, he befriended it and fed it salt from his stores. In return the creature "replaced" Nancy Crater by using its psionic powers to convince him that it was her. In 2261 the *Enterprise* stopped at M-113 to replenish Crater's supplies. Learning that the ship's Chief Medical Officer, Doctor Leonard McCoy, had once been romantically involved with Nancy Crater, the salt vampire attempted to feed on him in her guise. Doctor McCoy killed it in self-defense.

Robert Crater did not remain on M-113 much longer after the last known salt vampire died. Later that year, he returned to Earth, broken in spirit. The Federation has not conducted any significant exploration of the planet since his departure.

Places of Interest

City Site 1 is the largest collection of ruins on M-113. It was once composed of buildings built from timber and crudely worked stone. By Robert Crater's estimates, it once housed as many as 50,000 residents.

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MALCOR III

PLANETARY PROFILE
PLANET NAME: MALCOR III
CLASS: M
MOONS OR RINGS: 1 MOON
GRAVITY: 1 G
CLIMATE: STANDARD ATMOSPHERE, 70% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: CONSERVATIVE AND CLOSED DEMOCRACY, TL6 (ON THE VERGE OF TL7)
RESOURCES: INDUSTRIAL GOODS, INFORMATION TECHNOLOGY

91-75

According to the Prime Directive, first contact with an alien species cannot take place until that species has independently developed warp drive, thus developing the level of technology needed to step into the universe. However, there are many kinds of development, and sometimes mere technological maturity doesn't mean a planet is ready. Malcor III stands as an example of a world poised on the edge of galactic contact, but not ready to go over.

Eras: Malcor III is a century or more away from warp drive during the 23rd century. The Federation likely already has the Malcorian culture under general surveillance at this time, but meaningful contact would be strictly forbidden. Technologically, the Malcorians are ready to begin interstellar flight in the 24th century, but their culture is undergoing tremendous social upheaval. At this time, xenophobia makes extramalcorian contact a bad idea. Given Malcor III's lack of contact with the outside universe, they would have no way of knowing about the Dominion War. Alpha Quadrant forces might have to blockade the system to prevent the Dominion, Cardassians or Breen from landing troops and using the Malcorians strategically, however.

Illustration by Kieran Yanner

Location

Malcor III is the third planet of eight orbiting an orange star deep in the Beta Quadrant. It is solidly within Federation space, which makes it far easier for the Federation to enforce the prime directive and make sure the Malcorians' wishes are respected.

Climate

Malcor III is just over two-thirds water, with a broad range of weather depending on location on the planet. The equatorial regions are the hottest, the most northernly continents the coldest. Malcor III has autumn rainy seasons out in its oceans, which lead to late year hurricanes and monsoons, particularly in coastal regions.

Geography

Malcor III is typical for a Class M planet with seventy percent water. It has eight continents, distributed across both the northern and southern hemispheres, with one continent along the northern pole of the planet, covered in glaciers.

Malcor III's most impressive natural feature is Kemti Canyon on the continent of Mamos. Kemti Canyon is over three hundred miles long, and is close to a mile deep in some places. It was formed over millennia by the Kemti river. It became all the more dramatic when the Kemti was dammed upstream of the Canyon as a reservoir for Kemta City's drinking water reservoir and for its power needs. The lowered river level through the canyon has left some remarkable rock formations and exposed strata near the canyon's bottom.

Civilization

Malcor III is a democracy currently undergoing growing pains. In the last several decades, there has been an explosion of technological progress on Malcor III, causing a social upheaval as traditional methods and expectations are pushed aside by new technology. As a backlash against the technological shakeups and move of progress, social conservatism is on the rise on Malcor II, with many citizens actively resisting new changes and new views of the universe.

Malcor III also has a spiritual tradition and belief that their world is the only to possess sentience in the universe. When visionaries, scientists and explorers in recent centuries challenged this notion, the belief turned darker, breeding a kind of xenophobia lurking under the surface of Malcorian society. On the other side of the equation, particularly among the younger Malcorians, is a growing passion for exploration and discovery. In some quarters, the prospect of alien life is thrilling and exotic. In others, it is a cause for concern and horror. Still, the spirit of adventure in some Malcorians has driven the scientific development of recent decades, and has put Malcor III within a few scant months of being able to launch their first warp-capable starship, and make their first, historic interstellar flight. Assuming, of course, they are allowed to by the old guard.

Between the rapid growth and change in Malcorian society, the conservative groundswell in reaction to it, and a certain paranoia about what may be out in the universe all growing together, Malcor III has entered a time of transition and upheaval, and it is difficult to predict how their society will emerge and what beliefs will become central to the Malcorian people.

History

Malcor III, like most worlds, has had its share of glory and infamy. In the early days of Malcor III, nations rose and fell, often at the point of a sword. For several inland and coastal cultures, the sight of a sail on the horizon meant invasion was imminent—an association that lasted long after Malcor III's age of sail.

But, with time came progress. Monarchies rose and fell, totalitarianisms gave way to democracies, and Malcor III rose out of darkness and began to move towards the light.

In 2230, Emphit Peiss discovered the first Malcorian optical processor serendipitously, more than a century before typical societies. This atypical discovery made powerful computational and telecommunications strides possible. Within forty years, Malcor III, which previously only had primitive telegraphy between major population centers, had achieved instantaneous worldwide communications. Powerful computers allowed for tremendous information organization. Nations so distant from each other as to be legendary could suddenly see one another on the evening news.

In 2279, the culture shock that had been building for decades broke loose for the first time. Violent upheavals spread over the planet, as nations that had never needed to get along before found coexistence too painful to deal with. Warfare spread over Malcor III like wildfire, and the tremendous information processing capacity in the Malcorian optical computers drove weapons research and development. Cease fires, treaties, victories and defeats drove technology further.

The wars culminated in 2322, when devastating new weapons were used for the first time. The sheer horror of these weapons—broadcast world wide into Malcorian homes, naturally—frightened the Malcorian people to the negotiating table. While there would be several points of instability, the Malcorian central government was formed, based on a parliamentary democracy.

With peace came peace dividends, as technology developed for war was turned to peaceful pursuits and scientific exploration. A strong economy boosted a period of rapid development. And, the same technology that had hurled the worst of the Great War's weaponry began powering probes and manned flights within the Malcor system. There seemed no limit of how far Malcorian science could go.

Of course, that wasn't true. There was a limit—a cultural one instead of a technological one. By 2360, Malcorian society had entered the cultural growing pains societies endure before they become mature. As had happened in the late 23rd century, Malcor III's technological and scientific development was outstripping Malcorian society's ability to adapt and grow. Conservative movements and a call for traditional Malcorian values had been growing for some time when the Malcorian scientific community announced the most radical project since the optical processor: faster than light travel.

In 2361, a series of theses were published, particularly by Mirasta Yale, that laid out the theoretical underpinnings of a practical warp drive. Despite resistance even then, the Malcorian government decided to fund Yale's warp research. After several highly promising initial tests, plans were made for the Malcorians' first warp flight, tentatively scheduled for 2368.

Naturally, the Federation had been monitoring Malcorian development for years. As the Malcorians moved—seemingly inexorably—to becoming warp-capable and therefore a mature society, no longer subject to the Prime Directive, the Federation had begun its standard procedure of placing cultural observers on the planet. This procedure was designed to smooth the eventual first contact between Malcor III and the Federation, by helping prevent cultural misunderstandings. Instead, the practice caused a misunderstanding that nearly ended the life of a Starfleet officer.

In 2367, ten months before the scheduled warp flight, the *U.S.S. Enterprise*-D had arrived to relieve the current team of cultural observers on Malcor III. While awaiting the next team, *Enterprise* officers took up the duty. One of these officers, Commander William T. Riker, became embroiled in a near-fatal accident. He was brought to a medical center, where it was swiftly discovered that biologically he was significantly different than the Malcorians. The Malcorians had found an alien invader in their midst. The crew of the *Enterprise*, making contact with Mirasta Yale and the head of the Malcorian government, began trying to find Riker. Meanwhile, Defense Minister Krola—a paranoid and xenophobic opponent to spaceflight research—became convinced that Commander Riker was proof of alien invasion. When he was unable to get proof of an invasion, Krola shot himself with Riker's phaser, staging it to look like an assault. However, it was clear Riker's injuries were too extensive for him to attack anyone, and Krola hadn't known the weapon was set for stun. Krola recovered, but the prime minister of Malcor III decided that the Malcorian people were simply not ready for first contact yet. As a result, the warp flight was postponed indefinitely, while the Malcorian government began the slow process of educating and preparing their people for entry into the galactic community.

The one Malcorian who couldn't accept this solution was Mirasta Yale herself. Rather than be denied the lifetime of space exploration she had worked for her entire life, she chose to accompany the *U.S.S. Enterprise* as it returned to the great unknown.

Places of Interest

Opportunistic races such as the Ferengi might be interested in the Central Data Repository—a government-sponsored storing house of all Malcorian knowl-

Illustration by Blake Beasley

edge and information. While the tremendous information heritage of the Malcorians is publicly available, the truth behind Mirasta Yale's disappearance can be found in sealed files. This truth could be used to blackmail government officials into opening trade negotiations or markets to an unscrupulous Ferengi.

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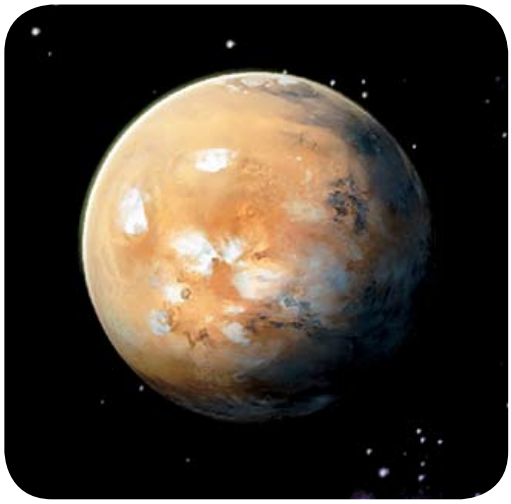


MARS

PLANETARY PROFILE

PLANET NAME: MARS
CLASS: M
MOONS OR RINGS: TWO MOONS (PHOBOS AND DEIMOS)
GRAVITY: 0.4 G
CLIMATE: THIN ATMOSPHERE, 10% HYDROSPHERE, COLD TEMPERATURES
DEMOGRAPHICS: HUNDREDS OF THOUSANDS OF HUMAN COLONISTS
CIVILIZATION: BOLD AND OPEN, TL 8, SEMI-AUTONOMOUS COLONIAL GOVERNMENT
RESOURCES: INDUSTRIAL GOODS, HYDROPONIC AGRICULTURE PRODUCTS

Humans have lived on Mars continuously since 2103. Early in its history as a Human colony, Mars almost became entirely independent from Earth, as the early settlers became restive under what they perceived as mistreatment by colonial authorities. After the formation of the UFP, however, the loyalties of Mars' residents has never been questioned, and Starfleet felt sufficiently confident in them to locate their important Utopia Planitia Fleet Yards on and around the planet. Mars is also a popular tourist destination.

ERAS: Humans colonized Mars in the opening of the 22nd century. Thanks to this colony, Humans had a significant jumping-off point for later development in the 22nd and later centuries. By the 23rd and 24th centuries, Mars' cities are second only to Earth's in their development, and orbital facilities make Mars a tremendous producer of ship components and training facilities.

LOCATION

Mars is the fourth planet of the Sol system. It is located in Sector 001 of Alpha Quadrant, near the border with Beta Quadrant.

Illustration by Kieran Yanner

Climate

The climate of Mars has slowly changed, almost from the moment that the first settlers from Earth arrived in 2103. Terraforming projects, always incremental in nature, have gradually made the planet more hospitable to Human habitation. As of 2350, the planet was close to having a fully breathable atmosphere. Colonists could move about outside without pressurized suits, although wearing some form of protection against ultraviolet radiation was still advisable. And there was enough oxygen in the atmosphere so that only children, the elderly and the infirm needed their own supply of breathable air while out of doors.

Temperatures are both warmer and less extreme as a result of terraforming. Before Human settlement, temperatures on Mars varied from –150 degrees to 60 degrees C. After 250 years of environmental modification, Mars' climate became much more like that of Earth, although the mean temperatures in all regions of the planet were still colder. As a result of all of these changes, Mars now merits Class M designation.

Geography

After 250 years of terraforming, only 10% of Mars' surface is covered by water, all of it in freshwater lakes created from existing impact craters. The vast majority of the planet is still dry land. The southern hemisphere is geologically ancient and heavily cratered with the scars of billions of years of meteorite impacts, rather like Earth's Moon. Terrain in the northern hemisphere is smoother and geologically younger.

Mars has its share of interesting surface features. One of the most famous and spectacular is the extinct volcano Olympus Mons, at 24 kilometers the tallest mountain in the Sol system. It is more than 500 kilometers in diameter at its base and it is ringed by a cliff 6 kilometers high. Another spectacular feature is the network of steep canyons known as Valles Marineris, which stretches for 4,000 kilometers and measures anywhere from 2 to 7 kilometers deep. Hellas Mare is a huge freshwater lake in the southern hemisphere created from Mars' largest impact crater, Hellas Planitia.

Civilization

Although they like to refer to themselves as Martians, the Humans who live on Mars are officially citizens of Earth, and the planet operates politically as an Earth/UFP colony. Thanks to the partially successful Martian independence movement of the mid-22nd century, however, Mars governs itself with a significant degree of autonomy. It wields enough clout so that Earth's delegation to the Federation Council always contains at least one high-ranking member from Mars.

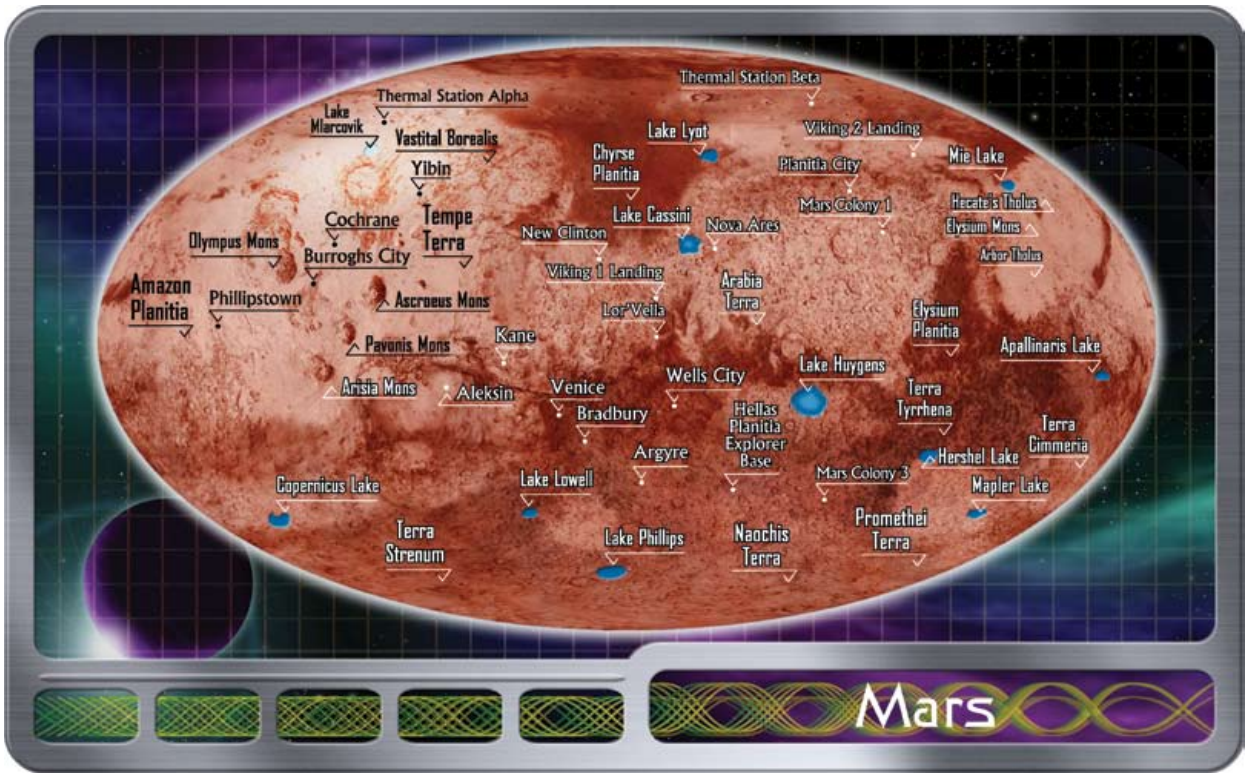
In theory, a colonial governor appointed by the Federation runs Mars, to which Earth formally ceded all authority over its colonies in 2200. In practice, however, the governor functions as a figurehead, ratifying decisions made by the Mars Elective Assembly. The Elective Assembly, which sees itself as the spiritual descendant of the Mars Constituent Assembly formed during the headiest days of the independence movement, consists of 100 delegates, each selected from a geographical section containing 1 percent of the planet's population. In cases where there is significant disagreement between the Elective Assembly and the policies of the Federation Council, the governor's job is to mediate between Mars' elected legislature and the Federation. In other words, Mars operates with significantly more independence than just about any other Federation colony, but it inherited this arrangement when Earth helped form the UFP and it has had to live with it.

The first Humans to settle Mars adopted the term "Martians" in a joking spirit, knowing full well that their species had a history of fascination with the possibility of advanced life on Mars going back to the 19th century. Every year, they organized the H.G. Wells Martian Festival, named in honor of the 20th century author whose fantastical novel *War of the Worlds* described an invasion of Earth by an advanced race of Martians. As the Martian independence movement gathered steam in the mid-22nd century, however, the residents of Mars took the term more seriously, and it became a symbol of their desire to govern themselves without interference from Earth. By the 24th century, it could serve either as a joking reference or a serious description. Most of the colony's population was native born by this time, and fewer and fewer of them visited Earth much, if at all. The idea of being Human, yet identifying oneself wholly with Mars seemed less and less absurd with every passing generation. A small number of enthusiasts kept the H.G. Wells Martian Festival alive, but for most residents it was a curiosity rather than an expression of the cultural mainstream.

History

Human settlement of Mars dates to 2103, when the first permanent colony was established on the vast plain known as Utopia Planitia. The original settlement, christened Nova Ares, was established by the United Earth Space Probe Agency to support exploration of deep space, as well as the rest of the Sol system. Nova Ares' first inhabitants were mostly UESPA support personnel who oversaw ship launches and refueling, both of which were considered at the time too dangerous to perform in the immediate vicinity of Earth.

Almost from the moment of their founding, the Martian colonists had a reputation for independence of spirit—or quarrelsomeness, depending on how you look at it. Although the first settlers were loyal UESPA employees, they also knew that they had been sent into space to do Earth's dirty work, and their isolation did nothing to quell any resentment this caused. As the colony grew, it attracted free spirits who just wanted to live on Mars and other folk who had nothing to do with UESPA operations. In particular, the fact that the



Mars colonists had no formal political representation back on Earth even though they were obliged to pay taxes to Earth authorities began to rankle them.

By the mid-22nd century, settlement on Mars had spread beyond the Utopia Planitia, and the colonists were sufficiently numerous and confident of themselves that a movement for independence from Earth began to form. Some began to agitate for independence openly. The colonial authorities promptly arrested all demonstrators and often detained them under circumstances that would be considered unacceptable on Earth. In 2152, informal groups of activists and political theorists coalesced to form the 100-member Mars Constituent Assembly, which met for the first time in a park across the street from the colonial governor's mansion. Later that year, the Constituent Assembly published a document called the "Fundamental Declaration of the Martian Colonies," which asserted that the Mars colonists were entitled to the same political and legal rights as anyone living on Earth, since they were, after all, citizens of Earth.

This Mars independence movement presented Earth's colonial authorities with a dilemma. Mars was too important to lose, yet they were unwilling to meet the colonists' demands and just as reluctant to use force to suppress them. The question of what to do with Mars became even more troublesome when war with the Romulan Star Empire broke out in 2155. What if Mars should break away politically, taking their irreplaceable fleet support facilities with them?

However, the colonists faced dilemmas of their own. They understood that the Romulans could attack the Sol system if Earth was weakened, and if they did so they were likely to treat Mars as just another Human settlement. Mars needed Earth to defend itself, just as Earth needed Mars. In 2158, with the war still raging about them, the Earth authorities and the Mars Constituent Assembly approved an arrangement under which Mars would retain its allegiance to Earth, while the Mars colonists would gain considerable authority to govern themselves. Voices still called for Martian independence, but those voices were heard on the periphery, no longer in the center of the planet's political life.

But if the Earth-Romulan War raised valid questions over whether Mars could survive without Earth's protection, the formation of the United Federation of Planets in 2161 rendered moot any remaining controversy over Martian independence. Even if Mars were to sever all political ties with Earth, surely it would join the Federation anyway, and an independent Mars would be a weak and powerless member at that. Besides, the Martians might be seen as selfish spoilers, making trouble for one of the Federation's charter members at a time when this noble organization devoted to interstellar brotherhood was still settling onto its supports.

Since then, the Federation has viewed Mars as a dependable and valuable asset. In 2230 Starfleet expanded upon the old Earth fleet support bases and built the Utopia Planitia Fleet Yards around them. The Utopia Planitia yards quickly became one of Starfleet's most important construction and support facilities and the birthplace of some of its most famous vessels. The *Enterprise*-D launched from there in 2363, and the *Defiant* prototype designed to combat the Borg was designed there.

Illustration by Blake Beasley

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Places of Interest

Mars' greatest claim to fame throughout the Federation is that it is the location of the Utopia Planitia Fleet Yards, one of the largest shipyards in Alpha Quadrant. Named after the Martian plain where its headquarters complex is located, the Utopia Planitia Yards is actually a network of orbiting space docks held together by communications links running through its ground offices. The shipyard headquarters was originally built well away from Nova Ares, but subsequent development placed a suburb of the city around it. This forced Starfleet to enclose the complex with high walls and a sophisticated security system.

Because of its importance and its proximity to the Starfleet Academy main campus, the Utopia Planitia Yards also serves as a training ground for Academy cadets who choose to specialize in starship design. Cadets who focus on this aspect of Engineering must spend two semesters (preferably consecutive) taking advanced courses here and serving as interns on design and construction projects. Civilians studying starship design may also apply for permission to take these Starfleet Academy courses, but only those with exceptional academic credentials (and who pass the security checks) are accepted. After cadets graduate most of them return to serve 2-year apprenticeships before being promoted and reassigned. The courses are all taught by the shipyard's senior engineers.

Starfleet maintains an early warning network near Mars' orbit for the protection of the important Federation facilities on Earth. The Mars Defense Perimeter, which consists of a chain of unmanned sensor/weapon pods, orbits Sol in between Mars and the Asteroid Belt. It is operated and monitored from a command center buried underground near the Utopia Planitia Fleet Yard headquarters. It proved to be of little use against the Borg cube that tried to attack Earth in 2367, however. Similarly, the Breen fleet that devastated Starfleet Headquarters and the city of San Francisco near the end of the Dominion War in 2371 brushed past it with little trouble. The official Starfleet inquiry into the causes and consequences of that attack determined that the Mars Defense Perimeter "had no noticeable effect on the outcome of the battle, and as such its usefulness must be seriously questioned." Such questioning waited, however, as Starfleet devoted most of its energy after the Dominion War to rebuilding its depleted ranks.

By the 24th century, Nova Ares had become a thriving city of 100,000 residents. The Federation colonial governor lives in the center of town, in a modest, yet well appointed mansion formerly occupied by the colonial governors from Earth. The Mars Elective Assembly meets across the street in a stately conference hall built from stone regularly sandblasted with dust composed of red Martian soil. The Elective Assembly is built on the site of the first meeting of the Mars Constituent Assembly in 2147. The tallest structure in Nova Ares is the sleek, 100-story skyscraper that houses the headquarters of Dennis-Young Amalgamated Industries, the largest private corporation on Mars.

All of Mars' most distinctive topographical features have been popular tourist attractions almost since the colony's earliest days. Hotels catering to visitors from Earth (and later, elsewhere in the Federation) dot the surrounding landscape. The Hopkins Interplanetary Hotels luxury chain opened a five-star resort at Olympus Mons in 2248. Shuttlecraft tours of the great mountain, as well as the Valles Marineris canyons have long been a staple of the sightseer's experience on Mars. Since terraforming made the atmosphere more or less breathable, boating and water sports on Hellas Mare have also become popular attractions.

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MEMORY ALPHA

PLANETARY PROFILE

PLANET NAME: MEMORY ALPHA
CLASS: K
MOONS OR RINGS: NONE
GRAVITY: 0.39 G
CLIMATE: THIN ARGON ATMOSPHERE, NO HYDROSPHERE, COLD TEMPERATURE
DEMOGRAPHICS: FEDERATION STAFF OF 300, WITH CAPACITY FOR THREE TIMES THAT MANY TRANSIENT RESEARCHERS FROM ALL SPECIES AND CULTURES
CIVILIZATION: ACADEMIC AND BUREAUCRATIC TL 8 INSTITUTE, RUN BY AN APPOINTED DIRECTOR
RESOURCES: ALL SCIENTIFIC AND CULTURAL INFORMATION RECORDED BY ANY FEDERATION MEMBER WORLD

While Memory Alpha is in fact a planet, it is most significant—and named for—its single major feature: The tremendous Memory Alpha computer facility, the home of all information catalogued by the Federation.

Eras: On the verge of completion in 2269, the entire archive was drained and construction had to begin again. By the 24th century, the facility is back up and operating at full capacity. At any point in its history, Memory Alpha can play a part in an episode, whether as the repository of that one crucial clue or the irritatingly incomplete source of the only data on a particularly recondite topic.

Location

The sole satellite of a red giant star 1100 light-years from Earth in the Alpha Quadrant, Memory Alpha's electromagnetically-sensitive atmosphere reflects the ruddy light of its primary. Although located off the major space-lanes and relatively far from most of the core Federation worlds, it remains a primary destination for scholars and scientists of all species and cultures. Memory Alpha's academic mission of peaceful research means that it has no defenses; given the importance of its computer core and databanks to Federation science, this is not always a popular posture with more aggressive Starfleet planners.

Climate and Geography

Starfleet selected the small, cold class K planet (a large planetoid by mass) as the home of the Memory Alpha complex due to its almost totally sterile planetary chemistry. The surface is entirely sheer rock, and inert argon makes up the atmosphere. No life is possible on this planet outside the Memory Alpha facilities, and the actual data cores reside in completely "clean" sterile caverns several miles away from the site. Although the planetary core has been dead for billions of years, all Memory Alpha facilities rest in the center of a geological "hard spot" dug into solid bedrock. Only the glowing red sky adds a note of color to the black rock of the planet and the gray rodinium walls of the complex's few above-ground buildings.

Civilization

Memory Alpha has a purely academic culture under the general control of a Director appointed by the Federation Science Council. Starfleet attempts to maintain at least a token presence on Memory Alpha, usually by rewarding a promising science officer (or punishing a maverick command officer) with a research tour here. The more-than-usually isolated,

RESEARCH

Archives, libraries, and computer systems exist to organize information so that those who don't have it can get it more rapidly and conveniently than by learning it. The basic skill and specialty for working in them is Investigate (Research), although good, old-fashioned Computer Use (Retrieval) works on completely integrated, networked systems such as a single starship's library computer system. The difficulty TN of both tests depends primarily on the obscurity and relevance of the information sought; however, the quality of the database or library can also affect the outcome of a search. So, of course, can the amount of data available—Memory Alpha has more data than any given starship, which has more data than any given TL 5 library. Finally, there may be other restrictions to keep in mind—no matter how good the computer system is in a 21st-century Earth library, it's not going to be possible to research the Dominion War there; the holographic libraries of the Borg core worlds

Illustration by Kieran Yanner

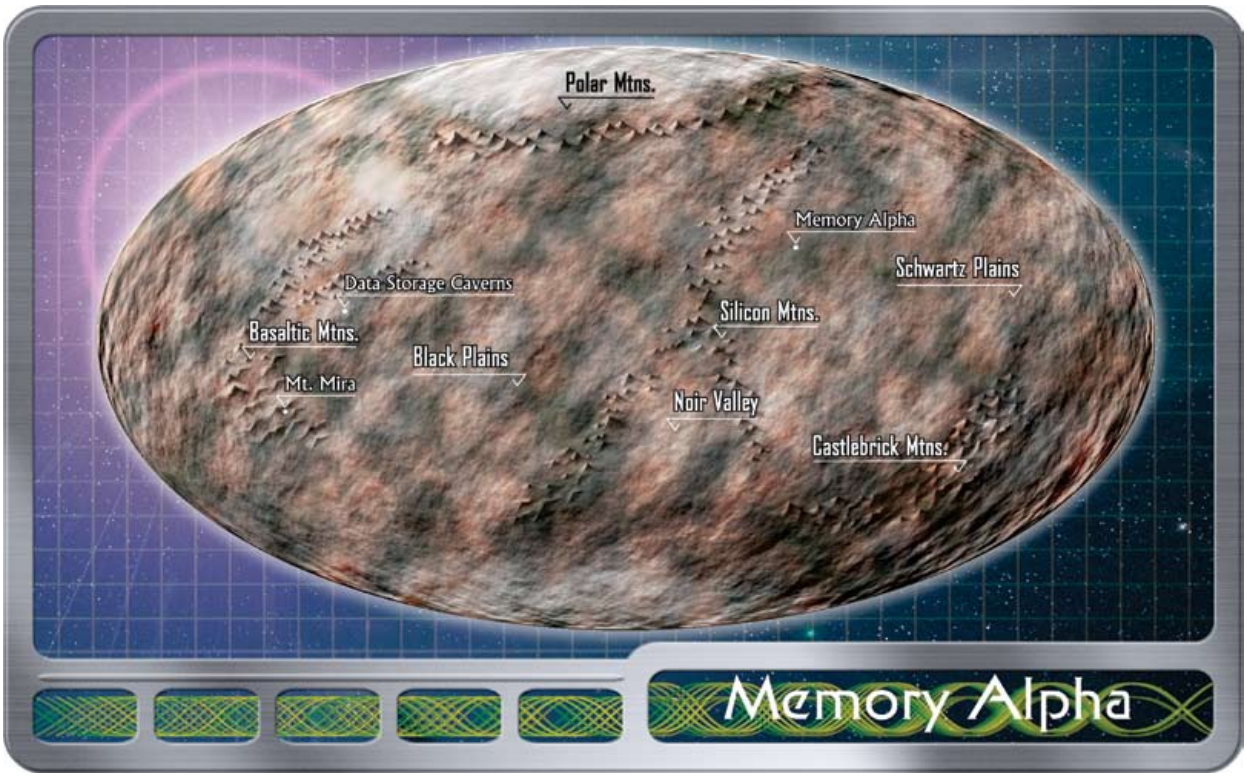

TABLE 2.1: LIBRARY MODIFIERS

TL 9 archive	+5	12+1d6
Memory Alpha	+4	12
Integrated TL 7-8 planetary library	+2	10
Starbase library computer	+1	9
Starship library computer	+0	8
PADD databank	-1	7
Distributed TL 6 global computer system (World Wide Web)	-2	6
Tricorder databank	-2	5
Superb TL 3-5 print library (Library of Congress)*	-3	5
Superb TL 1-2 scroll/codex library (Library of Alexandria); adequate print library*	-5	3
Adequate TL 1-2 scroll/codex library*	-10	1

*The first modifier column applies to both Investigate (Research) and Computer Use (Retrieval) tests except where noted (*). The second column applies to academic skill tests, and is the "skill roll equivalent" of a given databank. For example, an officer using a PADD can either roll 2d6 or add 7 to his skill to make an academic skill test. A specialized library (the geological banks on a geologist's tricorder; the astrophysical banks on a Vulcan survey ship; the historical records on Sarpeidon) adds +2 (or more) to both modifiers.

Note that the +5 modifier to Investigate (Research) tests using a tricorder (as mentioned on p. 118 of the *Star Trek RPG Player's Guide*) only applies to skill tests using the tricorder's sensors or data from them.

parochial, and pacifistic scholars on Memory Alpha often resent (and occasionally protest) this "watchdog," which doesn't add to the joys of the assignment. The Romulan Astrophysical Academy usually has several researchers on Memory Alpha, who openly report to the Exploration Command of the Romulan Star Navy and, in many cases, have been proven to report to the *Tal Shiar*. The Director has the authority to expel spies or undercover military personnel from any planet, including Federation members. Between prickly academic dignity, interstellar tensions, and the isolation of Memory Alpha, personalities can and do clash dramatically here.

History

Starfleet mapped this planet and selected it as the home of Memory Alpha during the Centennial Survey of 2261. Over the next eight years, world after world deposited archives of its cultural and scientific knowledge here while Starfleet engineers constructed a multiply-redundant storage facility to keep all the data safe from damage, degradation, and loss. Then, just as the complex neared formal completion in 2269

Illustration by Blake Beasley

it was attacked by incorporeal gestalt entities from the doomed world Zetar. Zetar had been stripped of organic life around A.D. 1200 by a massive cataclysm, and these solipsistic beings sought material form again, in their quest killing numerous sentient beings by neural disruption. The Zetarian attack damaged the Memory Alpha central brain and burnt out the main memory core, causing a catastrophic loss of data. It took almost forty years for the complex to return to full operation in 2303, and some of the information wrecked by the Zetarians is still lost and unrecoverable even to this day.

Places of Interest

The only place of interest on the Memory Alpha planetoid is the complex itself, which is a steadily increasing bank of computers, terminals, and holotanks connected with a dizzying array of ODN cable, EDS circuitry, and other linkups. The academic facilities have artificial gravity set to 0.8 G in common rooms, although individual quarters can be adjusted for almost any known species.

NAUSICAA

PLANETARY PROFILE

PLANET NAME: NAUSICAA
CLASS: M
MOONS OR RINGS: 3 MOONS
GRAVITY: 0.7 G
CLIMATE: STANDARD ATMOSPHERE, 40% HYDROSPHERE, COLD TEMPERATURE
DEMOGRAPHICS: HUNDREDS OF THOUSANDS OF NATIVES
CIVILIZATION: ANARCHIC FEUDALISM WITH DESPOTIC OVERTONES, TL7
RESOURCES: EXTENSIVE FLORA AND FAUNA, TEXTILES, THUGS

A wild, rough world of predators and harsh winters, Nausicaa is also the home of the Nausicaans. These imposing figures are seen at the fringes of civilization, threatening those they can successfully intimidate, and remembering days of glory long ended by the Federation and other powerful empires.

Eras: Nausicaans have shown up to trouble Starfleet since the 22nd century, attacking Earth freighters, though neither Nausicaa nor what little Nausicaan government there is ever directly appeared. This is the high age of Nausicaan Piracy, as their ships are as fast and well armed as almost any others. During this time, Nausicaans are as powerful and threatening as they will ever be. By the 23rd century, though, Federation advances start to put the less-developed Nausicaans in their place. Nausicaa has hardly been tamed in this era, but Starfleet easily outpowers the Nausicaan ships. After this stage of history, Nausicaa is a very minor world, uninterested and unqualified for Federation membership. Individual Nausicaans form the 'muscle' for legitimate and illegitimate businesses across the galaxy. During the wars of the 24th century, Nausicaa's strategic position near the heart

Illustrations by Kieran Yanner

of the Federation is balanced by the Nausicaan's utter disregard for the Dominion (as with all organized governments). They have no interest in alliances and the Federation would never allow their world to become a staging ground.

Location

Nausicaa is the fifth planet of five orbiting a yellow-white star. They are near the very core of the Federation, within hours or days of Earth, Vulcan, Andoria and other central worlds. In the early days of human exploration and of the Federation, Nausicaa was ideally positioned to support raids and piracy against the slow freighters that plied the space lanes below old Warp 2. With the rise and establishment of the Federation as one of the dominant powers of the Alpha and Beta Quadrants, Nausicaa's days as a pirate's haven ended, and now the Nausicaans mostly behave themselves.

Climate

Nausicaa is a wild, windswept world of considerable axial tilt. Storms sweep over the long plains of this planet on a regular basis. While the planet's equatorial regions are moderately temperate, the Nausicaans are cold-weather beings, living along the northernly steppes and icy plains and tundra. They are invigorated by the regular storms on this world. Most days involve either rainstorms, ice storms, snow storms or bright, sunny windstorms.

The low gravity and windstorms of Nausicaa make movement and aim difficult. In rain or snow, apply a –2 to all ranged tests or agility tests. In an ice storm, the penalty is increased to –3. On the rare clement days, the wind and the glare of the sun on the ice and snow still have a –1 to ranged tests, unless proper eyewear is used.

Nausicaan climate is irrevocably affected by heavy industrial pollution. Because of the anarchic nature of the planet's civilization, combined with the exploitation of resources on a massive scale during their initial infrastructure build-up in the 21st and 22nd centuries, Nausicaa bears the permanent scars of total ecological disaster. Rain is often acidic and dangerous; the atmosphere is difficult to breathe. Thousands of native life forms became extinct in the course of a century and the Nausicaans themselves mutated significantly in form over the period of two hundred years.

Geography

Though 40% of Nausicaa is water, it does not truly form oceans so much as lakes. All of Nausicaa's major landmasses are connected, with water mostly forming barriers around them. One interesting facet of this is that ocean life varies greatly from sea to sea, with only a few rivers interconnecting some of the collections. The land area of Nausicaa is rough and rocky, with mountains bracketing long windswept plains. Given the storms, the conditions, and the wind, one would assume that little could survive on this world. One would be wrong, however. Nausicaa is fairly teeming with life—flora and fauna alike—evolved to take advantage of the wind, the rain and the storms. The creatures and plants of Nausicaa are hardy and resistant to weather, and almost all animals on Nausicaa are omnivores, able to subsist on plants where they are common, and each other where they are not. Sadly, "civilization" has reduced many of these species to shadows of their former selves. One only has to look at the Nausicaans themselves to see the result.

Civilization

Civilization is probably too strong a word for Nausicaan society. The Nausicaans organize mostly into families, with the strongest Nausicaans bullying and dominating the weaker ones. While there are permanent cities and agricultural enclaves on Nausicaa now, it is the weak who do the work in them. There is no sense of injustice in this, however. Survival is the greatest virtue in Nausicaan society. The strong survive and prosper by their strength. The weak survive by doing what they're told.

This may make the Nausicaans sound simple, but they aren't. Though tall and strong, the Nausicaans were dwarfed by some of the massive creatures who evolved. They learned very early to take any edge they could get. This pervades their culture today. Cheating is only considered bad if someone is caught at it—and then, if the cheater is strong enough to defend his honor, the cheater is lionized.

The Nausicaans live in a kind of anarchy. After becoming old enough to survive on their own, Nausicaans work for the family. Encounters with others involve friendly greetings and one-upmanship, turning into shouted claims of mighty deeds and adventures—real or not—to highlight the honor of their own families and themselves. Fighting is common, but serious injury is not. Nausicaans know what they're getting into when they fight.

Because they treat other races the same way they treat each other, Nausicaans are usually employed as brute force labor. They can't be trusted to supervise themselves with much else—not because they're thieves (though many are) but because they will naturally inflate their own efforts when reporting. They have risen to about Federation Standard technology, save weapons and high warp technology for their ships. No galactic power has yet seen profit in providing such dangerous technology to a race so given to violence and lying. Even the Ferengi have chosen not to arm the Nausicaans to that degree. There is more profit in employing them as labor.

Given their history and pride in high piracy, many Nausicaans who leave Nausicaa join the Orion Syndicate or other unsavory organizations or ships. Most pirates or privateers who can employ Nausicaan

enforcers. Because of their natural competitive drive, Nausicaans employ artificial gravity in training facilities all over their planet. Nausicaan ships typically operate under 1.1 G, to help give them an edge when on other worlds or ships. They were strong even in their planet's naturally light gravity. With this training, they are fearsome indeed. In part, this compensates for a sense of inferiority the Nausicaans have developed over their minor status in the galaxy. Rather than acknowledge the power of Starfleet, it is easier to train until they are stronger than Humans.

History

The Nausicaans gained warp technology when their world was raided by Andorians, who themselves were using the very earliest warp technology. The Andorians learned that the planetary raids were a bad idea, as they were beaten back by the savage and clever—and numerous—Nausicaans. As they left, they also left some of their ships behind, and the Nausicaans devoted tremendous efforts to learning how to replicate the Andorian technology.

While the Nausicaans were never a threat to the warlike Andorians, they did see the potential in these new ships. The age of high piracy began as the Nausicaans spread into the universe… and discovered plenty of rich targets hauling freight, technology, and resources the Nausicaans could use. These pirates were accorded great honor among the families of Nausicaa, and Nausicaan pirates spread throughout the sector, preying on the slow, the weak, or the unorganized.

These times began to change as more and more races developed more powerful technology than the unscientific Nausicaans. Still, for each planet whose freighters became too well protected, another less powerful planet began to ply the space lanes. In 2151, at the height of the Nausicaan Era of High Piracy, a Nausicaan pirate ship attacked the Terran Freighter *Horizon*. *Horizon's* distress call was received and answered by *NX-01 Enterprise*, the first warp 5 capable starship in Starfleet. After fighting off the Nausicaans, Captain Archer warned the pirates that a lot more of their starships would be joining *Enterprise* soon enough. The Nausicaans had heard this before, and figured that as the Humans became too powerful, the pirates would instead focus on weaker people.

In this, they were wrong. With the foundation of the Federation in 2161, starships began protecting the spacelanes. Weaker freighters suddenly had assistance even if their worlds had no warships of their own. The Nausicaans adapted their methods, turning their pursuits to hit and run raids. Through much of the 22nd and 23rd century they had success in this, but by the end of the 23rd century Starfleet had had enough. Nausicaa was presented with an ultimatum. Either rein in its pirates, or be considered directly responsible and pay the price. The Nausicaans, knowing too well when they were dominating and when they were being dominated, accepted the terms.

In the years since then, Nausicaan traders have taken up the very same roles as the prey they followed for so long. Those Nausicaans who could not stand a peaceful life hire themselves out as muscle, doing what they do best across the galaxy. Today, any less reputable port likely has some Nausicaans aboard, and they remain dangerous if not handled correctly. It was a Nausicaan who stabbed Ensign Jean-Luc Picard through the heart, after a disagreement over damjaat.

Illustration by Blake Beasley

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Even as far away as Federation starbase Deep Space 9, Nausicaans can be found terrorizing bartenders and tailors when they can get away with it.

Places of Interest

There is one place on Nausicaa where violence and competition is not the norm. The Great Silver Plain, over Nausicaa's north pole, is a glacier of smooth ice and clear skies, with little food. The ice is very thick, and almost polished by the constant winds. Even snow does not tend to accumulate on the Great Silver Plain. Nausicaans who seek enlightement take a pilgrimage across the Great Silver Plain—a journey of 300 miles—without ranged weapons of any kind. No Nausicaan may attack or fight another on the Great Silver Plain, but neither can they help each other. Survival is said to bring understanding… or madness.

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065 321 989 555 077 067 151 H76 224 146367 858 11394

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NIMBUS III

PLANETARY PROFILE

PLANET NAME: NIMBUS III
CLASS: L
MOONS OR RINGS: NONE
GRAVITY: 1.02 G
CLIMATE: THIN ATMOSPHERE, 22% HYDROSPHERE, WARM TEMPERATURES
DEMOGRAPHICS: THOUSANDS OF HUMANOID ALIENS
CIVILIZATION: ANARCHISTIC, TL 5
RESOURCES: NONE

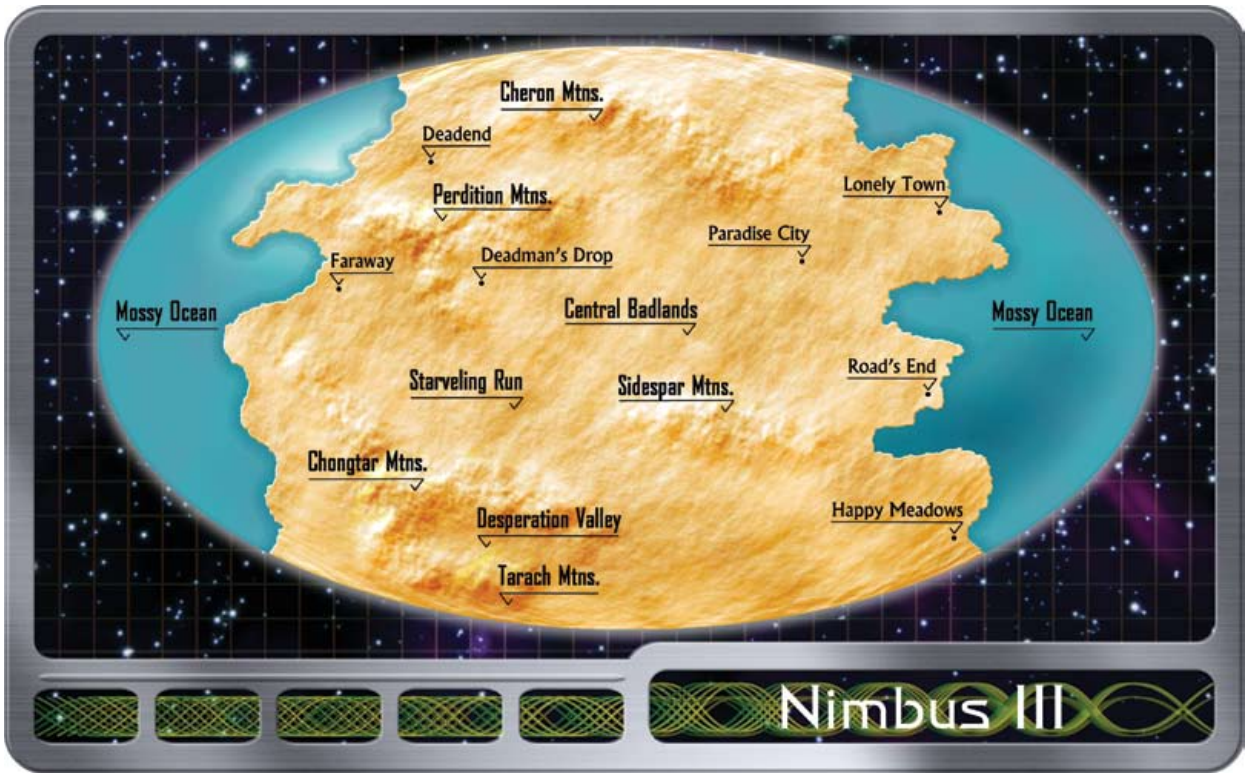
91-75

The so-called "Planet of Galactic Peace" is a failed experiment and reminder of the perils of hubris… but also a site bristling with potential, if any Galactic power would see fit to invest in it.

Eras: Nimbus III is cataloged in the early 23rd century. As a dusty, desert world of limited resources, it draws little interest, except for one thing: It's near Khitomer, at the convergence of three major Galactic powers. Because it's equally worthless to all of them, Nimbus III becomes a neutral meeting ground and a (failed) attempt at mutual colonization. By the 24th century, it's clear that Nimbus III is a sham, and that no government has any real interest in perpetuating it. The few remaining colonists are left to fend for themselves with only occasional involvement from outsiders.

Location

Nimbus III orbits the yellow star Nimbus in the Alpha Quadrant, only two light years from Khitomer. Thanks to its strategic location at the nexus of the Federation, Klingon and Romulan empires, it has served alternately as a diplomatic zone and a secret staging ground.



Climate

"At least it's a dry heat," the typical visitor jokes about Nimbus III. As a desert badland, the world rarely drops below 25 degrees C. Most humanoids find the heat uncomfortable, although Vulcans are right at home.

Nimbus III garners very little in the way of weather or rainfall patterns due to its lack of tidal action. This only exacerbates the difficulty in colonizing the world, especially since nobody is really interested in installing weather controllers or industrial replicators.

Geography

While Nimbus III has several mountain ranges across its single, mammoth continent, they are all quite eroded; the planet ceased geological activity thousands of years ago, and it seems to be cooling. Water exists only in small, stagnant ponds. Typically, rainfall is so limited that it's not even possible to reliably irrigate.

Civilization

In spite of its utter lack of resources, Nimbus III hosts several advanced civilizations—at least, in small proportion. The major Galactic powers all consider the planet an experiment in "Galactic peace," a token effort at gathering different species together in harmony. Sadly, due to the planet's utter lack of redeeming features, there's little for them to work in harmony with. Most of the residents spend their time bitterly trying to eke out a living from the soil, or drowning their troubles in the seedy night-spots and pubs.

Although the Federation initially has high hopes for Nimbus III, within a decade it assumes the same attitude as the Klingons and Romulans—that Nimbus III is really only useful as a punishment posting.

History

Nimbus III first found its way onto Federation maps in 2247, characterized as a barren, dusty rock. This wasn't entirely correct; it was a barren, dusty badland. Nevertheless, that appellation stuck with the world and contributed to its dilemma.

By the mid-23rd century, looking for a way to make progress in diplomacy with the Romulans and the Klingons, the Federation proposed a joint colony venture. As a show of good faith, the Federation would fund the effort, placing support structures and living materials on the planet along with a token staff. Some bureaucrat decided that Nimbus III was the perfect testing ground: A planet so barren and tough that people would have to work together to insure their survival, as the pitch read. It's said that the Klingon ambassador chortled for a good three minutes after reading the plan, and that he and the Romulan ambassador then proceeded to turn the planet into a dumping ground for misfits, malcontents, and assorted "alien trash."

While the Federation had the best of intentions, the project was doomed to failure from the start. Without the full backing of the other governments, promised improvements never materialized. The colony was fortunate to have power, much less any sort of water or industrial tools. Eventually the Federation considered the project a write-off and embarrassment, leaving only a token staff and two Starfleet personnel to oversee the world.

Left to its own devices, Nimbus III tried to become a seedy backwater like Dessica, but lacked any sort

Illustration by Blake Beasley

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of infrastructure or real reason for anyone to bother coming there. No spaceport meant very little trade. No raw materials meant nothing to exploit, aside from people. Its only contribution to Galactic history came when Sybok, half-brother of Captain Spock from the *U.S.S. Enterprise*-A, managed to capture the alliance outpost with a ragtag army of psionically influenced misfits, and then captured the Enterprise in similar fashion. Of course, Sybok used this opportunity to do what everyone on the planet wanted to do: Get the hell out of there.

The Federation turned a blind eye to Nimbus III by the late 23rd and early 24th century, which turned out to be another mistake. It's widely suspected that the Romulan ships that attacked Khitomer and wiped out the Klingon colony there did so by using secret bases on Nimbus III as a staging ground. By the late 24th century, the Federation realized that it couldn't leave a strategic door open, even on such a worthless rock, and finally decided to commit the resources to bring the colony up to passable levels—right as the Dominion War broke out and changed priorities. By the end of the war, the colony was completely abandoned.

Places of Interest

There's not much to see on Nimbus III, aside from the endless dunes and dried badlands. The average visitor sees the alliance diplomatic station (a ramshackle assortment of prefab materials and local hodgepodge construction) briefly and then spends the rest of an unpleasant stay either fighting with the environment for survival or drinking away all sensation in a bar.

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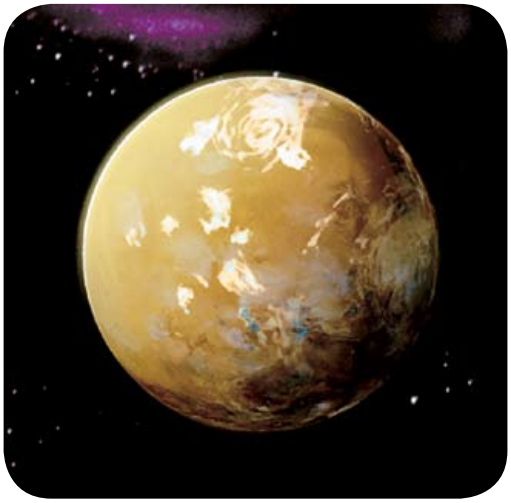

OCAMPA

PLANETARY PROFILE
PLANET NAME: OCAMPA
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 0.9 G
CLIMATE: THIN ATMOSPHERE, 30% HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: MILLIONS OF HUMANOID ALIENS
CIVILIZATION: PEACEFUL AND OPEN, TL 6, BENEVOLENT AUTOCRACY/THEOCRACY LED BY CARETAKER ALIEN
RESOURCES: CORMALINE AND OTHER MINERALS

Ocampa is a ruined world that barely qualifies for Class M rating. Once lush and fertile, its atmosphere was accidentally destroyed by Nacene explorers, rendering its surface an inhospitable desert. Its native intelligent race, called the Ocampa, lives in a sophisticated, well-kept subterranean city (called the City) created for them as a gesture of remorse by the aliens who wiped out the planet's biosphere.

Eras: Ocampa serves as home to its native species since long before the formation of Starfleet, but the point is largely moot as Ocampa resides in the Delta Quadrant. As a result, it does not play a large role in Galactic politics.

Location

Ocampa is the fifth planet in the Ocampa system, which is located in Delta Quadrant.

Climate

Ocampa was once a fairly typical Class M planet, fertile and hospitable to advanced forms of life. After the Nacenes accidentally disrupted their water cycle, its atmosphere dried up and thinned out, so that its cli-

Illustration by Kieran Yanner

mate became more like that of, say, pre-colonization Mars than that of Earth. Ocampa's atmosphere is still breathable, but as a general rule all parts of the planet experience wide variations in temperature. Subject to seasonable variation, Ocampan days are hot and bone-dry. It is impossible for all but the hardiest creatures to survive without a good supply of water, and finding any fresh water above ground is a miracle. At night, one may experience vacuum-like cold. And at all hours, violent, choking dust storms may blow up out of nowhere.

Geography

After the catastrophe that altered the planet's climate, the oceans on Ocampa began to recede, as they continued to lose water from evaporation without replenishment from rain. By the time of the Caretaker's death in 2371, water covered only 30 percent of Ocampa. Vast salt flats marked the former location of the continental shelves, and the planet's land mass resolved itself into two enormous continents, one stretching around the northern hemisphere, and the other stretching around the southern.

The Ocampa have all but forgotten their ancient place names, the ones that date from before the Nacenes' arrival. For a thousand years, their underground city prescribed their boundaries and, thanks to the Caretaker, they had no need of any other place. After the Caretaker died and some adventurous Ocampa began to explore the surface, the process of identifying specific places with unique names resumed, although not all of those names gained universal acceptance right away. The Kazon-Ogla colonists have also adopted their own place names for the parts of the planet that they have explored.

Civilization

The Ocampa are humanoids with relatively short and lithe bodies. They have a rapid metabolism that, unfortunately for them, gives them a shorter life expectancy than most humanoid species. A typical Ocampa lives nine years, although after the departure of the Nacene alien known as the Caretaker their life span lengthened to about 20 years. They make up for the brevity of their lives by maturing quickly. Ocampa reach physical maturity at the age of 2. Their emotional and intellectual development follows a similarly rapid pace.

The Ocampa have distinctive and sophisticated traditions of visual art, literature and music. Most of their cultural productions for the millennium under the protection of the Caretaker address, either directly or indirectly, their relationship with him. Very little in the way of cultural productions or social traditions remain from pre-Caretaker Ocampan history, although after his death some Ocampa tried to unearth evidence of what life was like during these earlier times. One the traditions that did survive is the Ocampan belief in improving one's *comra*, or soul, through meditation and performing charitable deeds, although its exact origins are now shrouded in the mists of time.

Another tradition that survived is their manner of dress. Both male and female Ocampa wear dark body-length smocks. After their planet became desert waste, the Caretaker advised them to wear kerchiefs that could be drawn up over the lower half of the face as well. They kept out the dust that he knew would plague them until he could finish building their new subterranean home. To the Ocampa, however, that piece of apparel became sacred, since the Caretaker had told them to adopt it. Even after they moved into the City, they continued to wear them, even though the air they breathed was carefully filtered.

Under the Caretaker, the Ocampa had very little in the way of governmental structure. In essence, he ran an informal theocracy, overseeing their lives as a living god. The Ocampa oversaw the details of operating their city themselves, but took overall direction directly from the Caretaker. When he died, he left them without any idea of how to govern themselves. This was the most important challenge that the Ocampa faced in the post-Caretaker era. Routine maintenance of the City continued as it had before. But without the Guardian, they had no higher authority other than themselves to whom to refer when it came to larger questions. Gradually, different sections of the City formed their own governing councils, and these councils consulted with each other from time to time. But formal governmental structures that united all Ocampa remained elusive.

No formal contact between the Ocampa and the Federation exists. The two know of each other only because the *Voyager* stumbled upon Ocampa at the beginning of its detour into Delta Quadrant. An Ocampan female named Kes served briefly aboard the *Voyager* as a medical assistant, but she joined the crew under highly irregular circumstances. After *Voyager*'s return to Earth in 2378, however, Starfleet eagerly studied all of the ship's logs for its wealth of information about Delta Quadrant. Among many ideas floated in its official report on the *Voyager*'s odyssey is the suggestion that Ocampa, whose relatively brief life span makes them faster learners than most humanoid species, might be tapped as an emergency pool of Starfleet personnel because they could be trained in a hurry.

History

Ocampan civilization had just begun its ascent when intervention from the heavens changed their fate forever. In the 14th century, they had emerged into the Bronze Age and organized themselves into extended tribal groupings. These primitive political entities coexisted in peace. Natural resources were plentiful on the planet, and population pressures had not yet forced them into competition with each other.

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It was then that an exploration party of Nacene, a sporocystian non-corporeal life form from another galaxy, came to Ocampa. The Nacene use extra-dimensional travel to explore the Universe and as such, they are a powerful and highly advanced species—so much so that they don't always understand the extent of their powers. They accidentally stripped the Ocampan atmosphere of the nucleogenic particles that allow water in the atmosphere to condense into rain. With its water cycle irretrievably broken, all of Ocampa became an inhospitable desert.

The Ocampa themselves had no idea of what was happening, no idea that the Nacenes were even visiting their planet. Panic set in as severe, permanent drought pushed their civilization into total collapse. Wracked with remorse, two of the Nacenes remained with the Ocampa, taking on a corporeal form to make themselves known. They built a vast underground city for most of the surviving Ocampa, where they could live shielded from the elements and increased ultraviolet radiation. They also constructed an orbiting station, called the Array, to power the city's life support systems.

For their part, the Ocampa revered the Nacenes as gods. Having no idea how their planet had deteriorated so rapidly, they quite naturally saw the Nacenes as powerful beings of unknown origin (but roughly familiar form) who had come to them in their hour of greatest need and taken care of them.

Even after their labors were completed, the Nacenes remained with the Ocampa, moved by a continuing sense of obligation to them. In 2071, the Nacene called Suspiria decided to leave the planet, taking some 2,000 Ocampa with her. Suspiria built an Array-like station of her own in deep space, where she trained her Ocampa to make more efficient use of their latent psionic ability. The other Nacene, who was known to the Ocampa only as the Caretaker, remained behind, maintaining the Array. When necessary, he took on the corporeal form of a ragged old man playing a musical instrument that closely resembled a Terran banjo.

In the mid-24th century, the Kazon-Ogla, a sect of the resource-poor Kazon Collective, came to Ocampa. Seeing that the planet's surface was all but uninhabited, they believed that they could easily exploit its water resources, as well as its deposits of cormaline and other valuable minerals. Ground water was hard to find, but the Kazon-Ogla found enough cormaline to make their stay worthwhile.

For the most part, the Caretaker was able to prevent the ravenous Kazon-Ogla from causing the Ocampa any real harm. Soon, however, he began to feel his life force ebbing away. Desperate that the Ocampa should have a protector after his passing, the Caretaker scoured the Galaxy for a life form with which he could produce offspring. He captured over 50 starships in his search and tried to procreate with all the species that he found on board, in a process that more resembled medical experiments than mating. Among the vessels caught in the Caretaker's dragnet was the *Voyager*, which then became the first Starfleet ship to enter Delta Quadrant (although quite by accident). The *Voyager's* encounter with Ocampa and the Caretaker marked the beginning of its 70,000 light-year journey across the unknown space of Delta Quadrant, one of the most acclaimed feats of navigation in Starfleet history.

Illustration by Blake Beasley

The Caretaker died in 2371 without leaving an heir to his task. He left the Ocampa enough energy to sustain their life support systems for five years, but failed to destroy the Array to keep it out of the Kazon-Ogla's hands, as he had intended. Instead, the *Voyager* destroyed the Array, saving the Ocampa from predatory invaders but making a foe of the Kazon Collective just as *Voyager* started on its long journey back to Alpha Quadrant.

The Caretaker's death and the destruction of the Array gave the Ocampa the perilous knowledge of freedom for the first time in a thousand years. Without a Starfleet warship to watch over them, a small, but a hostile band of invaders camped on the surface of their world, and only five years before their energy supply gave out, they were confronted with difficult choices. During those five years, the Ocampa debated their course of action. A millennium of allowing a powerful being take care of them had allowed their ambition (as well as their psionic powers) to atrophy, and their understanding of science and technology had developed slowly. Some delved into long-ignored records of scientific knowledge to develop a new source of energy. Others, mostly younger Ocampa who took inspiration from the moral and physical courage that Captain Kathryn Janeway and the *Voyager* crew had shown on their planet, wanted to find a way to make the surface of their homeworld habitable again.

Eventually, the Ocampa pursued a split solution. A small number of adventurous souls moved to the surface, researching ways to reinvigorate their planet's moribund biosphere. They stayed on guard against the Kazon-Ogla, but consider the risks that they ran to be acceptable. The remainder stayed in the old underground city, using new, relatively crude power sources to sustain the life support system.

Places of Interest

The Ocampa refer to the underground metropolis that the Nacene built for them as the City because they have no need to distinguish it from any other similar place on or under their planet. Their entire population is concentrated there. The City has ten tiers, each punctuated by open spaces so that one can look at the levels above and below. Medical, life support, power generation and other support facilities are located on the bottom tier. The Ocampa grow some of their food in large hydroponic gardens (every tier has at least one), and food synthesizing devices supply the rest of their needs.

Contrary to popular belief, the City is not entirely closed off from the planet above. Fissures in the City's walls that lead all the way up to the surface do exist, although their existence is not universally recognized. During the Caretaker's lifetime a few adventurous Ocampa would try to explore the surface, although this became even more dangerous after the arrival of the Kazon-Ogla. The Caretaker himself actively discouraged exploration of the surface because of the risks involved and used his powers to close fissures when he discovered them.

The Kazon-Ogla settlement nestles by the side of a dry river bed in the shadow of a range of extinct volcanoes in the planet's southern continent. Its population numbers no more than ten thousand, most of whom are engaged in the backbreaking labor of mining cormaline with early Industrial Age technology. Of the rest, about 700 have the task of scouting and exploring the rest of the planet, with finding fresh water being one of their most pressing duties (they aren't very successful at it). They carry weapons as a matter of course and also serve as the colony's military force. The Kazon-Ogla on Ocampa are led by a settlement commander, who functions as a combination of war leader and small-town mayor.

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Illustration by Kieran Yanner

PLATONIUS

PLANETARY PROFILE

PLANET NAME: PLATONIUS
CLASS: M
MOONS OR RINGS: NO MOONS OR RINGS
GRAVITY: 1.02 G
CLIMATE: STANDARD ATMOSPHERE, 75% HYDROSPHERE, MODERATE TEMPERATURES
DEMOGRAPHICS: APPROXIMATELY 40 HUMAN-LIKE ALIENS
CIVILIZATION: ARTISTIC AND INFLEXIBLE, TL 7/1, OLIGARCHY
RESOURCES: NATIVE PLANTS CONTAINING KIRONIDE

Platonius technically was colonized by aliens influenced by Earth thought, but it is undiscovered by the Federation until the 23rd century. After that discovery, it becomes clear that the Platonians are not particularly interested in rejoining with humanity or even acting in a neighborly fashion. While the Prime Directive technically doesn't limit contact due to the Platonians having prior star traveling technology, Starfleet doctrine calls for keeping communication limited in the interests of avoiding further incidents like the one in which crew members of the *U.S.S. Enterprise* became puppets of bored Platonians.

The Class M planet Platonius is the adopted home of an eccentric race that calls themselves Platonians and lives by their interpretation of *Republic*, a work by the Human philosopher Plato. Most food plants native to the planet contain a substance called kironide, which gives psychokinetic powers to anyone who consumes a sufficient quantity over a period of time.

Eras: Platonius remains isolationist in all eras. It could be a hazard for travel in nearly any era, thanks to the powers of its inhabitants.

Location

Platonius is the third planet of a system in Alpha Quadrant designated Alpha Derridia by the Federation.

Climate

Platonius has a mild climate that falls well within Class M norms. Its sub-arctic bands are subject to violent storms that bear snow in the winter and heavy rain in the warmer months, but the equatorial and sub-tropic regions are calm for most of the year.

Geography

Three-fourths of Platonius' surface is covered by water. Its only continent is a long strip of land that stretches from its northern sub-arctic band to the bottom of its southern sub-tropical band. The Platonians

KIRONIDE

Kironide is a chemical compound found in many of the plants on the planet Platonius. When sufficiently concentrated in the brain, kironide provides many humanoid species (including humans and Vulcans) with telekinetic abilities. The compound is absorbed naturally by eating native Platonian plants, but it requires years to build up a sufficient level of kironide in the body this way. Large doses of the refined compound can be injected directly into the bloodstream, having an effect in a matter of minutes.

While telekinesis is an extraordinarily useful ability, kironide has some serious drawbacks. The first is that direct injection of the compound (as opposed to building it up slowly over time) causes a shock to the body's systems, which try to purge the compound. The effects of a kironide injection last for anywhere from 2-7 hours (1D6+1 hours). When the effect wears off, the subject suffers 1D6 points of damage.

Regular use of kironide also causes erosion of the body's natural immune system. Kironide users lose virtually all immunity to disease and infections. Even the slightest cut or an otherwise harmless illness can kill them. Although modern medical treatment can make up for deficiencies in the subject's immune system, it cannot protect them entirely. Kironide users must live lives of isolation, surrounded by physicians to ensure their continued health. They automatically suffer from the effects of the Low Pain Threshold, Sickly and Slow Healing flaws.

Kironide telekinesis functions based upon the subject's psi skill; a nonpsionic target can still use the skill untrained when under the effects of a Kironide booster. Generally, a Kironide booster shot grants a telekinesis skill rating of 1d6+4. Task difficulties range from Simple (5) for manipulating a cup or pushing a button, to Virtually Impossible (25) to knock down a wall or lift a shuttlecraft.

Illustration by Kieran Yanner

settled on a peninsula sticking out into the sea that cuts into the middle of the continent; to them, looking on it from above, it reminded them of Greece, where they had lived on Earth. They named it Attica, but have not concerned themselves with naming other geographical features on the planet.

Civilization

The Platonians are a truly ancient race. They are descendants of an intelligent humanoid species that developed space travel when (by comparison) Earth's civilizations were just entering the Iron Age. When the star of their native solar system, Sahndara, went nova only 38 of them were able to escape. This relative handful of survivors wandered space looking for a new home until they came upon Earth—in particular, the civilization of classical Greece. There, their Human-like appearance allowed them to blend in with the natives, and they quickly became enamored of the philosopher Plato. When classical Greek civilization collapsed, they left Earth and resumed wandering until they found an uninhabited Class M planet that they named Platonius.

Once settled on their new homeworld, the Platonians (as they now called themselves) established a society based on their interpretation of Plato's work, especially the *Republic*. In particular, they seized upon Plato's belief that only philosophers were fit to govern. Since they viewed themselves as the ultimate philosophers, the Platonians quickly came to believe that they were superior beings who had an inherent right to exploit others for their labor or amusement value.

Perhaps the most curious feature of the Platonians' civilization is the fact that they seem to have abandoned all of the knowledge that would come naturally to a spacefaring race in favor of Iron Age technology. With the exception of their telekinetic gifts, they dress and live as did the ancient Greeks. The few Federation sociologists who have studied the Platonians observe that their exceptionally long life span seems to have bred in them boredom and carelessness when it comes to the idea of progress. They behave as though they prefer to indulge themselves in a perfectly static and insular world rather than examine their circumstances critically and strive to improve them. Given this outlook and their single-minded absorption in their image of Plato, they are perfectly happy to live in conditions that most any starfaring race would consider primitive.

History

Platonius had no intelligent life (and indeed, no name) until the Platonians settled here somewhere around the year 100 BC. They themselves keep little exact reckoning of their history, since their society is fixed in its routines and they effectively live in a continual present.

The Platonians remained isolated from the rest of the galaxy until 2268, when a crisis caused them to issue a general distress call. Their leader, Parmen, fell ill when a cut in his leg became infected (never having known disease themselves despite their kironide-induced vulnerability, the Platonians had no advanced knowledge of medicine). The *Enterprise* responded by sending a landing party that included Chief Medical Officer Dr. Leonard McCoy, who treated Parmen's infected leg. However, the experience convinced the Platonians that they needed a doctor on permanent

Illustration by Blake Beasley

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call, and they attempted to detain the entire landing party by force. Dr. McCoy thwarted the plan by distilling kironide from natural sources and injecting his comrades with it, thus giving them the same psychokinetic powers as their captors and allowing them to escape.

Since that testy first encounter, the Federation has regarded the Platonians warily. From time to time, they send diplomatic missions to reassure them that the Federation's attitude toward them is entirely peaceful. But these embassies are filled to a person with powerful psionics who can resist any trick that the Platonians might try to pull, or at least counter their powers with powers of their own. In fact, the Federation wishes to quarantine Platonius and its inhabitants, both to steer its citizens clear of this powerful and unpleasantly arrogant race, and keep the existence of a substance as powerful as kironide as secret as it can.

Places of Interest

The Platonians' settlement is located on a pleasant hilltop in the planet's northern sub-tropical band. The climate here is dry and mild for most of the year, and well suits habitation by a race given to wearing loose-fitting cloth tunics and togas. All 40 Platonians live in an oversized replica of a villa from Earth's Classical Greek civilization. It's really more like a palace, since it's large enough to accommodate their entire population and features beautiful courtyards and luxuriously appointed (by ancient Terran standards, anyway) common areas.

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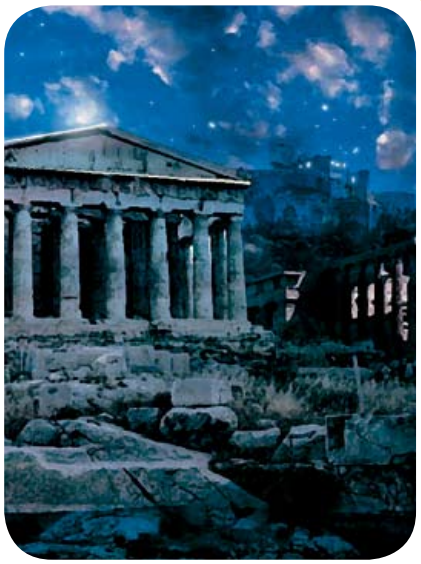

QO'NOS

PLANETARY PROFILE

PLANET NAME: QO'NOS (FEDERATION STANDARD SPELLING "KRONOS")
CLASS: M
MOONS OR RINGS: QO'NOS HAD TWO SATELLITES, THE LARGER OF WHICH, PRAXIS, WAS ONCE A MAJOR ENERGY PRODUCTION FACILITY. WHEN IT EXPLODED IN 2293, LEAVING A SHATTERED REMNANT IN ORBIT, ONLY THE SMALLER MOON, CORVIX, REMAINED. TODAY, THE LATTER HOUSES AN EARLY WARNING DEFENSE STATION AND SEVERAL MINING OPERATIONS.
GRAVITY: 1.23 G
CLIMATE: 64% HYDROSPHERE, STANDARD ATMOSPHERE, VARIABLE TEMPERATURES
DEMOGRAPHICS: BILLIONS OF KLINGONS
CIVILIZATION: AGGRESSIVE AND INFLEXIBLE, TL 8, GOVERNING COUNCIL
RESOURCES: STARSHIPS, ADVANCED WEAPON SYSTEMS, OTHER ADVANCED INDUSTRIAL GOODS

Qo'noS (pronounced Kronos) is the homeworld of the Klingons and the capital of the Klingon Empire. A rough-hewn and geologically active world, the planet is home to many rough and aggressive forms of life (including the Klingons themselves) who have had to fight to survive in a home that is at once hospitable and potentially deadly. The Klingons have given *Qo'noS* a bloody and entertaining history, filled with episodes of valor, intrigue and bloodlust.

Eras: *Qo'noS* undergoes significant social upheavals several times throughout the centuries, but Starfleet first learns its location from the Vulcans in the 22nd century. Thereafter, the world is largely off-limits except in certain very special mission profiles. Escalating tensions with the Klingons keep Humans away from *Qo'noS* until the 24th century. Late in the 24th century, *Qo'noS* becomes a center of anti-Dominion resistance, as Klingons answer the glorious

Illustrations by Kieran Yanner

call to battle; the entire populace sees this as a heroic moment for their race.

Location

Qo'noS is the third planet in the K'thar System, located in the Beta Quadrant. Its proximity to both the Federation and the Romulan Star Empire made contact (and conflict) between the Klingon Empire and those entities almost inevitable.

Climate

Qo'noS is a lush Class M world on which life has always thrived, but its axis tilts at a steep angle that causes unusually severe seasonal variations in climate. Snow has been known to fall in the tropics in the winter, and even the sub-arctic zones know blistering heat in the summer.

Interestingly, *Qo'noS* is quite harsh for Class M conditions—many of its life forms and weather patterns are acidic or poisonous to external creatures.

Geography

Most of *Qo'noS'* landmass is concentrated in a single, large continent formally known as Kling, but rarely referred to by that name. Small islands appear and then disappear into the planet's vast ocean, signs of *Qo'noS'* constant geological activity. On Kling, this activity manifests itself in the continent's jagged mountain ranges and many active volcanoes. The landscape remakes itself so frequently that little erosion takes place. Features of the terrain are sharp and sudden rather than rounded and gradual.

At the same time, frequent volcanism enriched the soil so that many parts of *Qo'noS* are exceptionally fertile, even by Class M standard. It wasn't that difficult for life to take root here, although life forms on *Qo'noS*—like the Klingons who emerged at the top of the food chain—have had to be tough, hardy and utterly ferocious in order to survive challenges both from their dynamic environment and from each other.

Civilization

The Second Klingon Empire had no Emperor from 2069 to 2369. In this period of history, the Klingon High Council ran the government, and the Chancellor headed the High Council. Each Chancellor served until death or retirement and had the right to name an Arbiter of Succession who would choose his successor. The members of the High Council in turn came from the great clans, or houses, that comprised the feudal nobility under the First Empire. This arrangement did little to ensure political stability, however, as the great houses intrigued against each other just as they always had, sometimes breaking out into open conflict. House Duras' effort to overthrow Chancellor Gowron and replace him with Toral, which culminated in the civil war of 2367-68, was just such an episode. Gowron survived that challenge and remained in office through most of the Dominion War, but as a general rule, only skillful or fortunate Chancellors manage a graceful retirement and die peacefully.

On the whole, the Klingon Empire's system of government is not designed to serve its subjects, but to accommodate the ambitions of its most prominent clans. The great houses, whether they are represented on the High Council or not, carve up the Empire's wealth between themselves, making alliances and plotting against enemies as circumstances dictate. Some houses have even been known to ally themselves with foreign powers, such as the Romulans or the Federation, against fellow Klingons. This system of social organization has created strains within the military in modern times, as a typical officer in the Klingon Defense Force serves the Empire through his allegiance to the KDF, but also owes allegiance the house that sponsored his nomination into the armed forces.

Ruled by a political system that hardly ever takes their interests into account, the subjects of the Klingon Empire are expected to soldier on, no matter what. They do have a religion (of sorts) that helps them find the conviction to do so. They claim that they have no gods because their ancient warriors slew them all. Instead, Klingon religion centers around the first Emperor, Kahless the Unforgettable, and the body of legend that surrounds his life and deeds. Klingon warriors often pray to him before they go into battle, and even into the 24th century, they believe that if they died honorably in battle, they will join him in the afterlife, known as *Sto-Vo-Kor*. In fact, religious cults dedicated to his memory sprang up shortly after his death in the mid-9th century. When the Klingons developed space travel in the late 20th century, a religious order called the Followers of Kahless departed for the K'gah system and set up a monastery there, on a Class M planet they named Boreth. They took as their inspiration the legend that Kahless, just before he died, pointed to K'gah in the night sky and foretold that he would someday return to his subjects there.

Klingon culture hews closely to tradition and collective history. Klingon warriors revere their ancient weapons, particularly the two-meter long scimitar known as the *bat'leth*, or "sword of honor." Even contemporary Klingons train rigorously with traditional weapons despite the practical superiority of hand disruptors. Klingon entertainments, whether literary or musical, lean heavily toward historical or mythological subjects (such as the deeds of Kahless) and stress the importance of traditional Klingon values, such as honor and physical courage.

The Klingons honor military service above all other professions. The Empire's best and brightest flock to the military, and discharge from service under less than honorable terms is a disgrace worse than death. Conversely, induction into the Order of *Bat'leth*, a warrior's reward for showing exceptional courage

and strength, is a distinction that outshines anything a Klingon could do in civilian life. Even in the age of starships and energy weapons, the Klingon Defense Force continues to place the most stock in the physical prowess and ferocious bravery of its personnel. But it is much to their credit that they have not blinded themselves to the importance of advanced technology. When the opportunity arose in 2268 to acquire Romulan cloaking technology, they seized it. In any era, their hand disruptors have equaled the Federation hand phaser as an effective sidearm, and the specifications of their warships have always matched those of Starfleet's most advanced vessels. The extent to which Klingons esteem scientific research correlates to its relevance to weapons development.

History

According to tradition, the Klingon Empire traces its origins to the turn of the 9th century, when Kahless the Unforgettable united the disparate tribes of *Qo'noS* in opposition to Molor, a tyrannical local monarch who came dangerously close to realizing his ambition of ruling the entire planet. In the commonly accepted version of events, Kahless slew Molor in single combat as became leader of all the Klingons by popular acclamation. What firm historical knowledge exists of that period establishes that important leaders named Kahless and Molor existed, and that Kahless defeated Molor in war, but beyond that mythmaking takes over.

Kahless reigned as the first Klingon Emperor for over 50 years, but not always by unanimous consent. As great a figure as he undoubtedly was, he had to fight off challenges to his rule throughout his reign. Many of these rebellions form the backdrop for the feats of arms that comprise the majority of the legends that surrounded him after his death. The fact that Klingon tradition celebrates Kahless as a warrior without peer who fought his own subjects points out the central paradox of his legend. He became "The Unforgettable" because he gained the support of all the Klingons, and yet he spent most of his reign fighting noble clans that refused to accept his legitimacy. Kahless' prominent role in Klingon tradition only makes sense once one realizes that the stories involving him (and many of them are based on history, after all) express characteristics that are important to Klingons: dauntless courage, martial prowess, and a keen sense of honor and how a great warrior should behave in moments of crisis.

Warrior-Emperors ruled the Klingon Empire until 2069, when the Emperor Koth died without naming an heir. Fearing that the Romulans would seize this moment of weakness to violate their peace treaty and attack, the Emperor's council of advisors, the Klingon High Council, declared that they would assume the reins of government. The Chancellor of the High Council would act as interim head of state until a new Emperor could be decided upon. Over the previous 30 years, the High Council had assumed responsibility for more and more of the Empire's vital functions, reaching the point where they believed that an Emperor was hardly necessary at all, and that a weak one would actually burden the Empire. They had no intention of ever surrendering control of the government, and over time they dropped the pretense that they were still looking for a new Emperor.

The High Council would rule for the next 300 years, and they always took pains to refer to their era as the Second Klingon Empire. The First Empire knew nothing but tyrants who invited insurrection by attempting to concentrate power in the person of the Emperor—or so went the propaganda that they disseminated to legitimize their coup. In the Second Empire, on the other hand, the High Council would balance each other's opinions and selfish interests, creating a more stable and popular government. In practice, Chancellors of the High Council tried to impose their authority as absolutely as any Emperor had, and the other members intrigued against him and each other as intently as any rebellious house during the First Empire.

What distinguished the Second Klingon Empire from the First was the growing importance of space travel and contact with other starfaring races. The Klingons launched their first impulse-powered ship in 1985 and colonized nearby Class M planets by the turn of the 21st century. They made first contact with the Romulan Star Empire in 2041, and the two empires promptly began fighting each other to define their mutual border. The Romulans finally agreed to a peace treaty in 2069, taken aback by Klingons' ferocity.

The Klingons developed warp travel in the early 22nd century, and continued to expand the Empire, bumping up against Starfleet in 2151. A century of skirmishing followed, ending only when the advanced race known as the Organians imposed the Organian Peace Treaty upon both sides in 2267.

Hemmed in by two powerful rivals with whom they could not fight openly, the Klingons chafed at the diplomatic restrictions binding them to uneasy peace. In 2271, eager for opportunities to expand and conquer, the High Council authorized a surprise attack on the Romulan mining colony of Dumok'azen. Badly defeated, the Romulans did not strike back, but relations between the Romulan Star Empire and the Second Klingon Empire deteriorated until the Romulan Senate officially revoked their peace treaty in 2292.

This slide into open warfare could not have happened at a worse time. In 2293, the energy generation facility on *Qo'noS'* only moon, Praxis, exploded, showering the planet with radioactive debris. The catastrophe all but sank the Klingon economy, and Chancellor Gorkon concluded that the Empire could not afford a military large enough to confront three foes at once (they had made a hostile first contact

with the Cardassians in 2286). The controversial peace initiative to the Federation that followed cost him his life, as a cabal of Starfleet and KDF hard-liners assassinated him. His daughter and successor Azetbur carried his initiative through, however, and she and UFP President Eteon tar-Chereos signed the historic Khitomer Accords later that year, formally ending 70 years of both hot and cold war. The Klingon economy recovered with aid from the Federation, and the Romulan massacre of 4,000 Klingon colonists on Khitomer in 2346 only solidified the relationship. Six years later, the UFP and the Second Klingon Empire signed a formal treaty of alliance.

In 2269, the High Clerics of the Servants of Kahless descended upon *Qo'noS*, bringing with them a Klingon warrior whom they claimed to be none other than Kahless the Unforgettable. Later investigation showed that the religious order had cloned Kahless from genetic material preserved in Kahless' tomb on Boreth. Chancellor Gowron, though loath to give up formal leadership of the Empire, could not deny the popular furor of this event. He persuaded the High Council to grant this new Kahless a ceremonial role as head of state, while they would continue to govern.

During the Dominion War, the Klingon Empire fought alongside longtime former foes—the Federation, and later the Romulans and the Cardassians—against the Dominion.

Places of Interest

First City, as it is known in Federation Standard, is the capital of *Qo'noS* and, by extension, the entire Klingon Empire. The Klingon High Council meets here in the old Palace of Kahless, which is located in the exact center of the city. The present Palace of Kahless is a large and thoroughly modern structure, but it is built on the site of the ancient residence of Kahless the Unforgettable. When the Followers of Kahless unveiled their clone of Kahless in 2369, the High Council cleared out a wing of the current palace for his use.

Traditionally, First City has been treated by all sides in the Klingons' various civil wars as neutral ground. Here, warriors who had just tried to kill each other in the most ferocious ways imaginable—and would undoubtedly do so again the next day—could meet and even fraternize, celebrating their respect for each other as peers. Many bar and restaurant owners made small fortunes in times of civil war from such meetings, but foes also fraternized with each other in more formal occasions that took place in a large courtyard known as the Place of Honor. During the Second Klingon Empire, the Klingon Defense Force also used the Place of Honor as a parade ground.

The K'tahth Mountains run east to west about 200 miles south of First City, and it is the tallest range on *Qo'noS*. Many peaks in the K'tahth are active volcanoes, and it is also reputed to have the most difficult climbing spots on the planet. The Klingon Defense Force regularly conducts strength and agility training exercises among its jagged cliffs and perilous crevasses.

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THE RIGEL SYSTEM

The largest pirate fleet, the most lucrative slave trade, and the most powerful criminal syndicate in two quadrants have all originated in the Rigel system. Despite a Starfleet presence in the system going back to the founding of the Federation, it seems impossible to root these unsavory elements out completely. Among Rigel's 11 billion inhabitants, and between the cracks of civilizations that range from nomadic barbarism to futuristic splendor, it's easy to stay hidden and anonymous. Rigel hosts at least four indigenous sentient species—and the Human colonists there don't always act like the rest of their species, either. The Orions, Rigel's dominant species, built at least twelve quadrant-spanning empires centered on Rigel over the past 200,000 years, but after the fall of the Twelfth Empire around 5,200 B.C., they gave up on overt rule and settled in to amuse themselves and make a few credits off whatever they could find. Orion merchant clans, the *caju*, developed a trading network even larger than their greatest empire, and seem fairly unimpressed by relative newcomers such as the Federation. The repeated rise and fall of empires across the sector left artifacts and ruins on almost all of Rigel's sixteen planets, six of which are still continuously inhabited.

Astronomical Data

What everyone (including an increasing number of the inhabitants, as Starfleet increases its presence there) calls "Rigel" is, technically, only Rigel A, the enormous (60 times the size of Sol), bright, blue-white

SPECIES OF THE RIGEL SYSTEM

The following very abbreviated species templates should allow Narrators to generate Supporting Cast members native to the Rigel system, and will aid creative players in generating Crew characters likewise. For Orion character rules, see the *Star Trek RPG Narrator's Guide* or *Star Trek Aliens*.

Species Adjustments: -2 Agility, +2 Vitality
Species Abilities:
- **Swamp-raised, Chelarians have a +2 species bonus to any test involving swimming, including Athletics (Swim), resistance tests against drowning, etc.**
- **A Chelarian's natural back armor protects against up to 7 points of physical damage from a rear attack.**
- **A Chelarian can bite a foe with his fangs, causing damage equal to 1d6 + his Strength modifier. Civilized Chelarians have no skill in Bite, and may only take it as a non-professional skill in the Unarmed Combat group.**
- **Chelarians have Ultraviolet Resistance as per the Orion species ability.**

Species Adjustments: +3 Vitality, -1 Intellect, -2 Presence
Species Abilities:
- **Bonus Edge: High Pain Threshold**
- **Bonus Skill: Simple Weapons, gained at skill level 1 at character creation. Kaylar characters can treat this as a professional skill for purposes of skill acquisition and advancement.**
- **Ferocity, as per the Klingon species ability (see the *Star Trek RPG Player's Guide* or *Aliens*).**

Species Adjustments: +2 Strength, -1 Presence
Species Abilities: The same as those of the Vulcan species template, found in the *Star Trek RPG Player's Guide* or *Aliens*.

THE MYSTERIES OF RIGEL

In addition to the ruins, laboratories, space hulks, and monuments of at least twelve quadrant-spanning civilizations, the Rigel system contains an even greater mystery—the riddle of its own existence. The roughly 100 million years that a Type B star of Rigel's size has existed is simply not enough time, according to accepted astrophysical theory, to form planets, much less for three of those planets to evolve sentient life and complex ecosystems. Certain ancient Orion records, as well as bizarre anomalies like the Rigel XIII superstring, indicate that an even more ancient race—known as the Architects—created the Rigel system around 50 million years ago by moving planets into orbit around the blue giant, or by building them from scratch out of cosmic dust. (The estimates are confused because at least some of Rigel's planets seem to be older than the star itself.) The Architects also likely seeded their creations with life, around 10 million years later. Whether the Architects were Orions from the far distant past (or from the equally far future, perhaps using time manipulation to alter the rates of stellar and planetary evolution), a godlike species such as the Q, or an unthinkably ancient culture like the Tkon, remains unknown. According to rough astrophysical estimates, Rigel was born in the explosion that created the Orion Nebula, now inside the territory of the Klingon Empire. The Klingons have done very little investigation of potential Architect relics in the Nebula—or very little that they have told anyone else about, at any rate.

B-type supergiant at the center of the trinary Rigel system. Rigel A burns 50,000 times brighter than the Earth's sun and its nearest planet orbits 150 AU out from that blazing surface, five times farther out than Neptune orbits Sol. (A swarm of uninhabitable asteroids and protoplanets orbits 10-30 AU out from Rigel, creating a navigational hazard equivalent to a level 5 plasma field.) Fifteen more planets extend Rigel A's progeny a total of 420 AU (over two light-days) into space. Circling a further 1500 AU out are the much smaller B-type dwarfs Rigel B and C, which also orbit each other at 28 AU. The old star charts on Earth called Rigel "Beta Orionis," the second-brightest star in the constellation Orion. Rigel's most successful and in many ways most characteristic species takes its common name from that old Earth term, although the Orions call themselves the Kolari and their star Kolar.

Native Species

The dominant species of the Rigel system, the green-skinned, decadent Orions claim Rigel VII as their home-world, although it is more likely that the Preservers or some other ancient culture may have "seeded" them there. The Chelarians, who resemble giant, upright, saber-toothed turtles, are actually a relatively pacific species, members of the Federation since 2275. They are indigenous to Rigel III, and find most other worlds inclement and uncomfortable. Some older data banks call them "Rigellians," but to avoid confusion with the Vulcanoid "Rigelians" of Rigel V, that name has gone out of fashion. The Rigelians were an offshoot of the exodus from Vulcan that also created the Debrune, the Romulans, and other cultures; they retained their psionic gifts through careful breeding and study, but never abandoned emotion. The likely original native species of Rigel V, the Kaylars, never ascended past primitive hand weapons and TL 1 or 2 on their own. As mercenaries and slaves, the Kaylars have been settled on Rigel II, IV, and VII, where they usually returned as soon as practical to their preferred state of nomadic *un*settlement once their masters' empires fell. In addition to these four species, the Rigel system holds millions of Human colonists, and traders, rogues, mercenaries, and settlers from many other worlds and cultures.

Location and Astropolitics

Rigel is 913 light-years from Earth in the Beta Quadrant, roughly halfway to Qo'noS, the Klingon

THE OTHER WORLDS OF RIGEL

A few highlights on the other ten worlds in the system:

Rigel I (Deyirdar): A blazing hot Class-F world, its nearly molten crust ejects trace gases and volatile compounds in frequent eruptions of fiery magma. These sometimes cool into valuable crystals, and prospectors brave any number of unpleasant deaths to harvest them.

Rigel III (Chelar): A warm, lush Class-M world of small oceans, thick steamy jungles, and bubbling swamps. Its native species, the Chelarians, became Federation members in 2275.

Rigel VI (Nedasar): A Class-T gas giant with a large ring system and a number of sizable moons used as pirate havens, profitable mining stations, and black markets. On the sixth moon, Gesh, is a very exclusive resort that claims to be able to grant any customer's wish—for a very exclusive price.

Rigel VIII (Tavar): A Class-G world completely frozen under a planet-wide ice cap. What, precisely, lies beneath the ice remains a riddle; 30,000 years ago, the Fourth Orion Empire hastily abandoned a terraforming project that might have discovered the answer.

Rigel IX (Heitar): A small, cold Class-H world. Its domed cities fell long ago when the inhabitants somehow gained godlike powers and wiped themselves out. Spacers tell stories of ghost cities, mile-high statues, and angry life-force shells that kill anyone who lands there—and, indeed, visitors to Heitar have a habit of disappearing more often than they should.

Rigel XI (Sanidar): A frozen Class-G rockball used by the various Orion Empires over the millennia as a weapons testing facility. Scavengers can make a precarious living (in many senses of the term) recovering unexploded ordnance, heavy metals, and derelict warcraft from the surface or from its orbital "junk ring".

Rigel XIII (Lonakar): A large Class-J superjovian gas giant, almost a brown dwarf star. 100 million miles above its south pole, a superstring twisted into a Moebius configuration spins in place; a temporal anomaly opens at its center during major sunspot activity on Rigel B.

Rigel XIV (Govar): This Class-K world is very cold and dry, with a ammonia-methane-sulfur dioxide atmosphere. Although known to be uninhabited and showing no life signs on sensors, occasionally passing ships resolve visual images of humanoid life walking around on the surface.

Rigel XV (Sheshar): Another Class-J jovian world (slightly smaller than Jupiter) with a large ring of gas and dust. Its powerful magnetic field can pose a shipping hazard during ion storms or sunspot activity, and its ring cloud makes an excellent hiding spot for pirate vessels.

Rigel XVI (Yagthar): A medium-sized Class-G world covered in sludgy methane ice and helium. The First Orion Empire conducted extremely dangerous experiments on this planet that have left knots of chaotic space all along its surface and orbital path.

homeworld. The Rigel system has been a hub of galactic trade routes for many millennia, with commercial contacts reaching from Cardassia to Deneb to the Romulan core worlds—as well as Andoria, Tellar, and other crucial Federation planets. Open to all comers, Rigel has managed the tricky balancing act of getting rich and staying independent for most of the last 250 years. Human colonies on Rigel XII and Rigel IV, and the continuous plague of Orion piracy, slavery, and smuggling, drew Starfleet into the system on numerous occasions. First the Klingons, and then the Romulans, attempted to use the Orions against the Federation, the Romulans being particularly eager to "reunify" Rigel V with their own Star Empire. Both the Klingons and the Romulans maintain covert bases in the system, although the Federation considers Rigel part of its own "strategic space."

Although the Orions disagree, they are steadily less able to do anything about it. As the Federation increases its presence in the sector (Rigel III becomes a Federation member world in 2275, Rigel IV in 2287, and Rigel V in 2297) the Orion traders and pirates lose their freedom of action, and increasingly transfer their operations into the Alpha Quadrant with the Orion Syndicate. The Borg incursion and the Dominion War strip Starfleet assets from the Rigel system in the late 24th century, however, and the Orion Syndicate takes every advantage of the resulting opportunities. At the end of the Dominion War, the Rigel system is almost back where it was in the time of Captain Pike, with an entrenched Orion criminal presence thumbing its nose at Starfleet and fattening its coffers on piracy and smuggling while loudly proclaiming its neutrality and innocence to anyone who cares to listen. Since Rigel II, VII, and X remain officially neutral and independent, ships of any empire or civilization can enter the Rigel system without Starfleet approval or clearance—unless the Federation wishes to blockade its own vital trade hub.

RIGEL II

PLANETARY PROFILE

PLANET NAME: RIGEL II, OR MOKALAR
CLASS: L
MOONS OR RINGS: TWO SMALL MOONS, DAHOJ AND VIALMA
GRAVITY: 0.8 G
CLIMATE: THICK ARGON-OXYGEN ATMOSPHERE, 60% HYDROSPHERE, HOT TEMPERATURE
DEMOGRAPHICS: 500 MILLION ORIONS, 250 MILLION KAYLARS, 200 MILLION RIGELIANS, 40 MILLION HUMANS, 10 MILLION CHELARIANS, 10 MILLION ASSORTED OTHERS
CIVILIZATION: HEDONISTIC AND LAZY, TL 7 (WITH TL 9 SURVIVALS IN ENERGY AND ENVIRONMENT), ANARCHY WITH STRONG OLIGOPOLY IN THE CASINO SETTLEMENTS; THE NOMADIC KAYLAR TRIBES ARE AT TL 1-2
RESOURCES: TOURISM, GRAY MARKETS, AND GAMBLING; SPICES, DRUGS, AND PERFUMES

ERAS: Rigel II's cabaret lifestyle is mentioned during the Constitution-class *Enterprise*'s shore leave trip here, implying a long tradition of energetic R&R for Starfleet personnel. Ships from any era from the 22nd to 24th centuries should find a similar welcome here.

CLIMATE AND GEOGRAPHY

Rigel II has almost no axial tilt, and little orbital eccentricity. Its climate is almost uniformly hot to warm, supplying plenty of energy for the lush jungles and the brightly-colored—even phosphorescent—native life. This life teems in the shallow, tropical oceans that girdle the world's equatorial belt. On either side of these oceans, continents cap the more temperate poles, with archipelagoes of large islands stretching into the sea to break up otherwise overwhelming currents of wind and water. A fairly high plateau centers Zalok, the south polar continent, with steep mountain crevasses going almost down to the

Illustrations by Kieran Yanner

shoreline in many places. The northern continent, Sandak, has a pair of low, latitudinal mountain ranges similar to Earth's Appalachians. They channel plentiful rain into rich river valleys winding through the thick teal-leaved jungles. These jungles produce a dizzying array of valuable and unique plant species and organic chemicals, which get shipped off-world as even more valuable medicines, poisons, intoxicants, spices, and perfumes. Between the incessant jungle growth and heavy rainfall, developing the interior would be more expensive and inconvenient than anything in it is worth.

Civilization

Most of the native Kaylars form long, nomadic trade networks with each other and with the Orion settlements on Rigel II, trading fish (seeded here millennia ago—Rigel II has no native animal life) and plant products for weapons and luxuries. Other than this, the Kaylar seem content to sail around their world in catamaran craft, or wander the jungles worshipping the enigmatic ruins of fallen Orion civilizations left untouched for millennia. Their Orion and Rigelian neighbors seem similarly content to rusticate on coastal plantations, process the occasional load of spices, and minister to the steady and lucrative tourist trade. The Chelarians serve as middlemen between the two, and grow trickier and more subtle crops in their steadings in the Tondotu Sea swamps.

Rigel II's coastal cities make superb resorts; they combine picturesque markets and little regulation with stunning natural vistas and plentiful, delicious food prepared by a sybaritic culture. Solitary types can even rent entire tropical islands, with guaranteed perfect weather and no predators. For those wishing somewhat more excitement, Rigel II has a network of casinos and cabarets that cater to any and every taste—especially for humanoids who have been serving long, lonely tours in space. After about 2290, Human entrepreneurs on Rigel II leverage the world's neutral status and resort facilities, making it a common host world for diplomatic summit meetings (and for spies, arms merchants, and other profiteers from intergalactic turmoil).

History

The most famous, and most interesting, of those casinos are built in ancient First Orion Empire palace complexes, built 40,000 years ago when the Orions settled the planet. The main "palace-casinos" (which are still the center of most economic and political activity on the planet) draw essentially free power from Rigel A using a kind of subspace energy tap beyond even Federation technology. Whether the First Empire used Rigel II as an agricultural colony, a government retreat, a park, or something else remains unknown; the wild Kaylar tribes in the interior harass archaeological expeditions with strangler vines, shrapnel-trees, and other cunning ploys. The Kaylar worship the ruins, an attitude the Orions encourage to prevent nosy outsiders uncovering the secrets of ancient Orion technology.

Places of Interest

The most interesting place an outsider can easily get to on Rigel II, then, is the palace-casino complex in Sandapam, the largest city on the planet with around 2 million inhabitants (and about that many tourists, transients, and so forth). Here, anything that does not cause unwilling physical harm to another person is legal, and anything else can be simulated to an amazing degree in holographic suites. Sandapam is also the center for off-world transshipments of Rigel II's plant exports, and has the most advanced spaceport and transporter facilities on the world. Rigel II's small planetary defense fleet (mostly Orion privateers) is headquartered here, too, although the number of heavy warships orbiting the world for R&R also discourages would-be attackers.

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Illustration by Kieran Yanner

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RIGEL IV

PLANETARY PROFILE

PLANET NAME: RIGEL IV, OR ZAMIAR
CLASS: M
MOONS OR RINGS: ONE MOON (RENDAR)
GRAVITY: 0.9 G
CLIMATE: THICK ATMOSPHERE, 80% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: 2.5 BILLION ORIONS, 1.5 BILLION RIGELIANS, 1 BILLION HUMANS, 200 MILLION KAYLARS, 200 MILLION ANDORIANS, 600 MILLION MISCELLANEOUS STARFARING SPECIES
CIVILIZATION: MATERIALISTIC AND URBANIZED, TL 7-8 (WITH TL 1-2 "WILD" AREAS), BALKANIZED PLANETARY GOVERNMENT
RESOURCES: SHIPBUILDING, VENTURE CAPITAL, METALS (BORIDIUM, IRILLIUM, BERYLLIUM, MURINITE)

ERAS: The picture of Rigel IV painted when the 23rd-century *Enterprise* visits implies a large, urbanized world with trained administrators and plentiful Starfleet contact. It's likely that the Human presence here is one of the "Rigel colonies" for which then-Commander Spock expressed some concern during the experimental disaster of the M6 computer, making these some of the most populated worlds in the Galaxy. By the 24th century, Rigel IV was home to romantic astronomers and serious hydroponics conferences alike. Like all of the Rigel system, Rigel IV can play roles in any era.

Climate and Geography

Rigel IV has a strong (32 degree) axial tilt, giving it broad climate shifts through the seasons. Rigel's animal and plant life adapt to changing conditions; the same plant might be a thick-leaved succulent in winter or a broad-leaved fern in summer. Summer brings warm, balmy climes with plentiful rainfall; winter is dry and fairly cold. Since the mid-21st century, the two northern continents Altama and Hypuria have welcomed the pleasant summer (with lasts roughly 280 Earth standard years out of a planetary year of 1125). The equatorial continent Panara catches the brunt of the large oceans' windstorms and tsunamis, but a thick scarp and a deep bay shelter Sathura (the planet's oldest and largest city, with a population of 50 million) and its hinterland from the worst. However, Sathura's traditionally muggy climate is made worse by serious industrial pollution, and even the increasing dry winds out of the north don't completely remove the reek. The south polar continent, Lorisa, remains gripped in wintry tundra around the south polar glacier. As the planet slowly shifts seasons, Lorisa also begins to see storms and squalls blow in from the shore.

Civilization and History

As the seasons and the centuries sweep across Rigel IV, civilization rises and falls on each of its continents in turn as the weather becomes pleasant and welcoming. Sathura, on the equator, remains settled year-round (although its weather never becomes pleasant); as a result, the city is a fascinating blend of architectural styles and technologies stretching back to the First Empire 100,000 years ago. Currently, the center of Rigel IV's civilization is Polar City, a Human colony city of 30 million people built in the 2180s on the northernmost promontory of Hypuria, where only icecap rested as recently as 2050. This scratch-built arcology feeds itself with vast hydroponic farms, seabed cultivation, and replicated food. To break the Orion slave trade and protect Human interests from Orion piracy, the Federation brings the Human colonies on Rigel IV under its jurisdiction in 2249; by 2287, they become full Federation members. However, the citizens of Polar City still recall the serial murderer Beratis, who killed nine women before vanishing without a trace in 2267.

The Orions have resettled the rest of Panara and the coasts of Hypuria and Altama, with a large influx of migrants from the cooling and desertifying Rigel VII. They have a titular allegiance to the Vazak of Zamiar, a hereditary monarch, but in practical fact do what they like. Many Humans who prefer a looser way of life than the strait-laced Federation have become "subjects" of the Vazak. The Rigelians of Altama govern themselves as an interlocking aristocracy based on land tenure and land preservation; they (and the Humans of Polar City) often protest that Orion refineries and mills on Panara are polluting the planet. The Orions point out that winter will clean up the whole globe again in another couple of centuries, so why worry now? Nobody asks the Kaylar tribes who dwell in frozen Lorisa and the hinterlands of Hypuria's Argus River hill region for their opinion on any issue, but

Illustration by Kieran Yanner

they raid all sides evenly, using primitive dirigibles to hop up out of glacial fissures, swoop in under sensors, and strike hard and fast.

Places of Interest

Polar City is a model of urban possibility and potential. Its towers rise six kilometers up into the pale blue skies of Rigel IV, and integrated replicator and transporter technology allows the city to function smoothly and effectively. Its hydroponic facilities are state of the art, and host numerous conferences for engineers, shipbuilders, and other specialists. By contrast, Sathura is a labyrinth of tunnels, poverty, crime, and filth—adjacent to glorious sculptures and soaring Third Empire arabesque causeways. Ugly or beautiful, the buildings of Sathura contain all manner of debauchery and criminality from "animal woman" slave rings to illicit genetic modification plants.

RIGELIAN FEVER

This deadly disease, similar to Earth's bubonic plague but even faster-acting, first appeared in Sathura in the 2120s and killed 100,000 people before being stopped. It flares up on Rigel IV every few generations, occasionally hitting ships in orbit through planetside crew. Outbreaks of a disease similar to it show up in older Orion records; disturbingly, some of those records hint that earlier Orion empires might have built Rigelian fever as a biological weapon. Rigelian fever drastically damages humanoid glandular systems, causing unsightly swelling as it shunts aside temperature regulation mechanisms and cooks the sufferer from within. Only ryetalyn treatments can cure it, and it can leave serious neurological or organ damage in its wake. Onset: 1-3 days; Potency: +5 TN; Diagnosis: +6 TN; Treatment: +5 TN; Effect: -1d6 Vitality every 6 hours until death.

RIGEL V

PLANETARY PROFILE

PLANET NAME: RIGEL V
CLASS: M
MOONS OR RINGS: TWO MOONS
GRAVITY: 1.5 G
CLIMATE: STANDARD ATMOSPHERE, 45% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: 1 BILLION RIGELIANS, 200 MILLION KAYLAR, 25 MILLION ORIONS
CIVILIZATION: EMOTIONAL AND TRADITIONAL, TL 7-8 WITH SOME TL 2-3 PROTO-VULCAN CULTURAL TECHNOLOGIES (TL 1-2 FOR THE KAYLAR), MONARCHY (RIGELIAN) WITH TRIBALIZED (KAYLAR) OUTLIERS
RESOURCES: MEDICINES AND MEDICAL EQUIPMENT, MERCENARIES

Eras: This Vulcanoid-settled world has little role on screen aside from a mention during the Babel Conference on Coridan. Since its medical techniques are part of Starfleet knowledge at that time, and since it is in the Rigel system, it can easily appear in any era. Unlike their Vulcan and Romulan cousins, the Rigelian natives of Rigel V are mostly homebodies, and will probably only appear in Orion-centric or Rigel-located episodes.

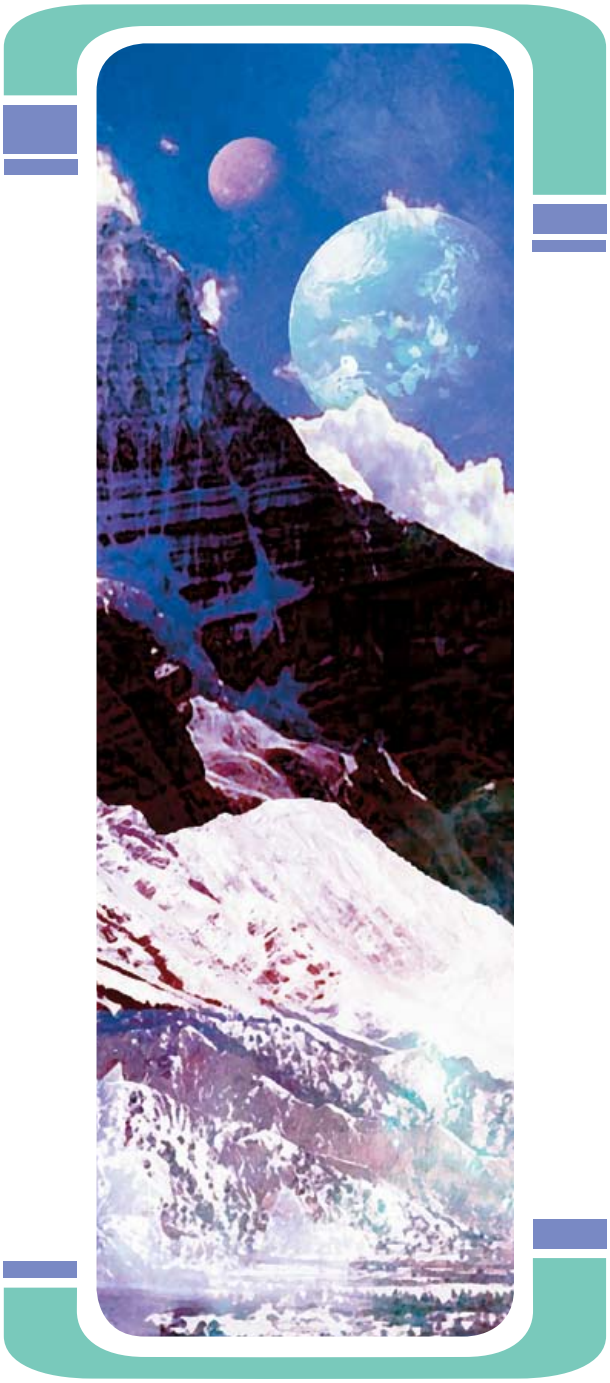
Climate and Geography

Rigel V's axial tilt, like that of Rigel II, is minimal; its seasons remain constant by latitude. The mountainous northern continents Klor and Viltan are quite cold and windswept, while the barrier islands to their south are equable and temperate. The major southern continent, Han-shir, is large enough to be primarily desert (especially behind the barrier mountains on the west coast), but its coasts range from quite pleasant to tropical jungle. Relatively narrow seas separate the continents, and small ice-capped seas cover each pole.

Illustrations by Kieran Yanner

Civilization

The dominant civilization on Rigel V is the Vulcanoid Rigelians, who operate under a neatly interlocked aristocracy based on psionic gifts, land tenure, and service. In fact, Rigelian culture is not dissimilar to that of the Romulans, although it cannot be as restrictive given the presence of the Orions (and later Humans) in the Rigel system to act as liberalizing counter-influences. Rigelians enjoy the outdoors and exploring their "new" world almost as much as they do exploring the inner world of their psionic and emotional selves. The tricky problem of adjusting their Vulcan biochemistries to a new solar system has led the Rigelians to pioneer many vital medical techniques, especially in fields like hematology, nephrology, and oncology. Steadily less interested in violence as they settle into their clement world, the Rigelian monarchy applies for Federation membership in 2297.



History

For millennia, the Kaylar were the sole inhabitants of Rigel V, building and destroying tribal confederacies as charismatic leaders came and went. What global culture there was centered on slave trading with passing Orions looking for mercenaries and mamelukes; this also served as a "safety valve" for any Kaylar interested in progress or advancement, leaving the nomadic, conservative majority in contented (if violent) barbarism. When the Orion empires were strong, the Kaylar meekly allowed Orion traders and miners to exploit their world; when the empires fell, they gleefully massacred them and resumed the old trade patterns.

When the Debrune fleets passed near the Rigel system in 453 A.D. on their exodus from Vulcan, however, the vice-admiral Torek saw only a primitive world that he could easily conquer and rule on his own rather than serve another. It wasn't as easy as that; although the Vulcanoids could easily wipe out Kaylar armies in the field, they couldn't root them out of the jungles or the mountains—especially since the Orions, not eager to share their system with expansionist invaders, gladly supplied the Kaylar with weapons and transport. After about a century of conflict, the invaders had conquered the southern continent (which they renamed Han-shir after Vulcan's large secondary continent), and had decided to leave the (too cold for Vulcanoids) north to the Kaylar. After negotiating new trade deals with the Orions, Rigel V was stable again.

Places of Interest

New Jaleyl, the capital of Rigel V, is most interesting as an example of proto-Vulcan architecture and city design adapted to a wetter, cooler world. The traditional thick stone walls and spare decorations contrast with bright sprays of flowers and sea-vines that adorn almost every surface. New Jaleyl is also the center of medical research on Rigel V, and many successful doctors and biologists are raised to the aristocracy, which keeps local society on the boil as wealthy families attempt to arrange marriages with promising medical students. In the center of the Han-shir desert, the Monastery of Gol serves as Rigel's spiritual center, preserving artifacts from Vulcan and keeping the psionic disciplines of the ancient mind-lords alive. Some Rigelians keep establishments in both places, studying at Gol in the heat of the summer and spending the rainy winters going to biology lectures (or society parties) in the capital.

224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057
787 040 787 918 781 535 915 L82 249 194426 919 89190
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Illustrations by Kieran Yanner

RIGEL VII

PLANETARY PROFILE

PLANET NAME: RIGEL VII, ALSO KNOWN AS ORION, OR KOLAR
CLASS: M
MOONS OR RINGS: ONE VERY LARGE MOON, HALADAR
GRAVITY: 1.2 G
CLIMATE: STANDARD (BUT THINNING) ATMOSPHERE, 40% (BUT DRYING) HYDROSPHERE, COOLING TEMPERATURE
DEMOGRAPHICS: 2 BILLION ORIONS, 800 MILLION KAYLAR, 100 MILLION MISCELLANEOUS
CIVILIZATION: DECADENT AND BARBARIC, TL 2-4 IN THE VAJ WITH IMPORTED TL 6-8 (MOSTLY WEAPONS AND TRANSPORT) AND RELIC TL 9 TECHNOLOGIES, BALKANIZED UNDER A TENUOUS GLOBAL MONARCHY
RESOURCES: MOSTLY DEPLETED, HUMAN RESOURCES INCLUDE MERCENARIES AND OTHER SPECIALISTS

ERAS: Captain Pike's yeoman and two other crewmen of the *U.S.S. Enterprise* died here fighting Kaylar in 2245. Pike also hallucinated an Orion slave market here while on Talos IV; helping to establish Rigel VII as a wild, primitive world of furious danger and shady opportunity. Like the rest of the Rigel system, Rigel VII has the swashbuckling feel of the 23rd century about it, but is interesting in all eras.

CLIMATE AND GEOGRAPHY

Two hundred millennia of empire, war, and overpopulation have worn out Rigel VII. Its plains have become dust bowls and deserts, its oceans and lakes are tainted with toxins leached out of the soil after biological warfare and experimental chemistry take their toll. Even its air, thinning and drying, holds traces of pollutants and the ever-increasing metallic tang of dust. Furthermore, the planet slowly slips into an ice age, dessicating and cooling as it does so. The shrinking seas thicken and congeal in the poles, as the sand advances steadily toward the coasts to meet them.

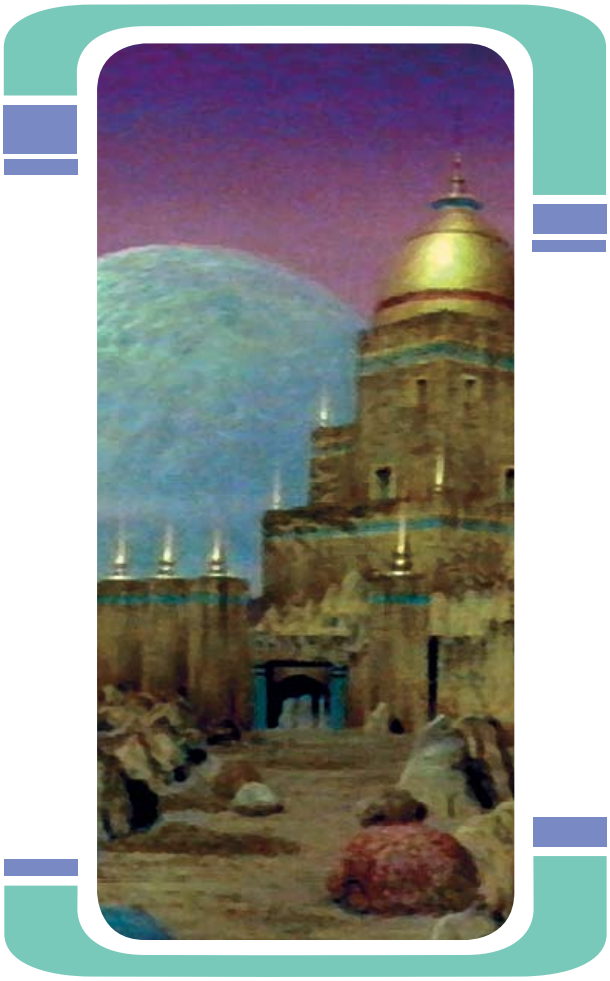
The northern continent, Ingarroi, is roughly the size of Africa, and is mostly steppe, outside of some low mountains along the southwest fringe, and the irrigated plains between the Vaklash and Othlivash rivers. Oaniru, the largest continent, is east of Ingarroi; its interior has almost completely desertified into drifting sands and blasted erg. Further east, the forested Kotay archipelago runs south into the large island of Zalaril, and further south lies the Asia-sized continent of Evanaroi, covered with glaciers and eroded badlands.

CIVILIZATION

The main civilization on Rigel VII is the Orion civilization, surrounded and beset (as on most Rigel worlds) by barbarian, nomadic Kaylar on the northern plains of Ingarroi and elsewhere. On the western half of Oaniru, the Kaylar have even erected a primitive "mameluke state" approaching TL 3, where descendants of former Imperial Guard slave soldiers now rule a network of coastal enclaves and deep-irrigated oases. Independent Orion lords have built near-modern (TL 6) states in some of the Kotay islands; the Republic of Zalaril has a functioning TL 4 mercantile economy bolstered with substantial TL 7 and 8 imports. The old Orion Empire still slumbers on Ingarroi, where 510 million Orions have built "the Vaj," a sprawling, ramshackle empire where slave Kaylar soldiers drag laser cannon behind tandu-beasts to besiege rebellious vazaks (provincial governors) in their diburnite fortresses. The Emperor, the restive vazaks, and offworld powers play a delicate balancing act that keeps the Vaj intact but weak, the vazaks powerful but subject, and the offworlders frustrated but hopeful. The Emperor gladly accepts military aid and arms shipments, and controls the two functioning spaceports on the planet (at Vajripam, the capital, and the fortress of Karkan), but both he and the vazaks reject any interference in Orion's ancient traditions of slavery, decadence, and greed. Orion merchants from offworld gladly agree; Federation officials must try other tactics to improve global stability and peace.

A Federation-backed global computer network, built as an attempt to provide useful education and outside perspectives for the citizens of the planet, collapses catastrophically in 2362 when the Kobliad criminal Rao Vantika crashes it with a subspace shunt. The ensuing economic collapse wipes out almost all of the progressive, pro-Federation businesses on the planet. The Orion Syndicate (or even the Emperor!) may be behind this act of sabotage, which increases suspicion of the Federation and cements the hold of traditional authorities over the world's population.

Illustration by Kieran Yanner



History

Orion civilization began in the Enala river valley on Evanaroi around 220,000 B.C., but industrial development began in the Kotay Archipelago, with a shortage of labor and an excess of tidal and water power. Spacecraft launched from the island of Rohay (according to tradition) in around 203,000 B.C., when much of Rigel VII was still struggling to master gunpowder rocketry. Although settling the Rigel system was slow (given the immense distances involved), it was sure, and Orion colonies wound up on most of the system's planets. Orion astronauts studying the Rigel XIII superstring developed the warp drive around a thousand years later, and the Orions poured out into a waiting Galaxy just as the Iconian civilization was falling.

After a lengthy period of piracy, colonization, and interstellar squabbling, Nispavan I unified the Orion colonies (and Rigel VII) as the Thakolarivaj, the "Great Orion Empire," declaring himself the first Emperor of All Space in 200,993 B.C. During the almost sixty thousand years of the First Empire, Orions perfected technologies that the Federation has only begun to experiment with: sentient androids, planet-remolding generators, stellar power taps, and transwarp drives and subspace engineering of all kinds. Records do not reveal what unknown species destroyed the First Empire, only that the Thakolarivaj went down under a wave of robotic planet-killing craft from another galaxy.

Although the Fourth Empire extended the Thakolarivaj even further than the First Empire had (well into the Alpha Quadrant), none of the successive empires matched the First in technical skill or longevity. Slowly, the Orions saw more and more potential and success in mercantile pursuits; conquest was never as profitable as trade or piracy. As the Emperors became more and more degenerate, the caju or merchant clans became the dominant powers in the Empire. Finally, when the Twelfth Empire fell in 5200 B.C., the caju decided that galactic conquest could be left to lesser species. Unfortunately, with profit as the only social goal, Orion scientific progress (essentially static since the days of the Eighth Empire anyway) dwindled away to nothing. Even the homeworld began to slide backward, as Orions with drive and prospects married into a caj and left for the interstellar marketplace. When the Vegan Tyranny invaded Rigel and attacked Rigel VII in 1529, it blasted the last remnants of global technology away and Rigel VII fell into barbarism. It has barely emerged since, even though the increasingly bankrupt and harassed Vegans retreated two centuries later.

Places of Interest

The center of power for the Vaj, and hence for most of the planet, is Vajripam, a sprawling mud-brick city broken only by diburnite citadels and the smooth walls of a Fourth Empire power plant (now the Imperial Palace). Climate in the vicinity is substantially warmer than most places in Ingarroi, with more regular rainfall; Starfleet suspects ancient weather-control technology at work, and believes that the entire planet could be rescued ecologically if the system could somehow be reactivated globally. Even in the Vaj, however, people think of "the capital" as the Sand City of Kolaripam, legendary seat of the first Twelve Empires in southeastern Oaniru. At its peak, the city (sacked and refounded many times over 2000 centuries) held a billion people and sprawled across a thousand kilometers of roadways, homes, and manufactories; now it lies beneath the shifting sands of the Oaniru Desert. Some of its kilometers-high towers of crysteel and diburnite still tower above the dunes, and the Twelve Emperors mountain range to the east has not eroded enough to completely erase the features of Orion's greatest monarchs, carved into the living rock millennia ago. The city is very dangerous; parts have subsided down to six levels of sewer and storehouse, raiders and bandits camp there, wild beasts (often alien creatures escaped from the Imperial Menageries) roam the empty streets, and the Kaylar tribes of the region firmly believe the place to be haunted.

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RIGEL X

PLANETARY PROFILE

PLANET NAME: RIGEL X, OR KOLHOR (TECHNICALLY, RIGEL XB, BUT COLLOQUIALLY REFERRED TO AS "RIGEL X")
CLASS: H
MOONS OR RINGS: KOLHOR IS A LARGE MOON ORBITING A CLASS-J SUPERJOVIAN (THE PROPER "RIGEL X")
GRAVITY: 0.8 G
CLIMATE: THIN ATMOSPHERE, FROZEN HYDROSPHERE (45%), COLD TEMPERATURE
DEMOGRAPHICS: 100,000 ORIONS, 2 MILLION MIXED SPECIES
CIVILIZATION: COMMERCIAL AND COSMOPOLITAN, TL 7, CORPORATE GOVERNMENT
RESOURCES: TRADE LOCATION, ANTIMATTER AND HELIUM-3 PROCESSING

ERAS: Captain Archer's *NX-01 Enterprise* becomes the first Starfleet vessel to call anywhere in the Rigel system when he traces the Suliban to the Rigel X starport in 2151. Starfleet involvement on this world, and in the Rigel system in general, increases throughout all eras, but never becomes boring or routine.

CLIMATE AND GEOGRAPHY

The climate of Kolhor ranges from cold and snowy to simply extremely cold. Only the radiant heat emitted by Rigel X (a Class-J gas giant twice the size of Jupiter) keeps the surface livable at all, and that just barely. Almost all activities on the moon take place indoors in one of the many trade entrepots that make up Kolhor Station. Kolhor Station lies on a libration point, where Rigel X is visible for half the time and invisible the other half. The station covers approximately 400 square kilometers of Kolhor's frozen surface, primarily landing docks and repair bays open to Kolhor's thin oxygen-argon atmosphere. The station's supply bays, workshops, homes, and nightspots burrow kilometers beneath the icy crust of the moon, and even long-time residents can get lost if they venture outside their native pod.

KOLHOR STATION

Founded in the time of the Fourth Empire (on the site of an earlier Orion research facility), Kolhor Station has been a primary trade entrepot for visitors to the Rigel system for 30,000 years. By now, civilizations whose navigational records have completely forgotten any other world in the system contain complete data for Rigel X. Its Fourth Empire defense grid keeps it relatively safe from all but overwhelming attacks. With security and position (far enough outside Rigel's gravity well to make even primitive space navigation easier) comes trade. The station provides helium-3 and antimatter (mined and refined from Rigel X orbit), food (replicated or grown hydroponically on site), water (melted from Kolhor's frozen seas), and a myriad of other supplies and services (including decadent R&R facilities only topped by Rigel II) to passing ships; with the reopening of the Rigel XII dilithium mines, Kolhor has only become more prosperous. Traders, spies, mercenaries, and starship officers from a hundred worlds mix and mingle on Kolhor Station, the gateway between the mysteries of Rigel and the wider universe beyond.

Illustration by Kieran Yanner

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RIGEL XII

PLANETARY PROFILE

PLANET NAME: RIGEL XII
CLASS: H
MOONS OR RINGS: NONE
GRAVITY: 0.8 G
CLIMATE: THIN ATMOSPHERE, FROZEN HYDROSPHERE (20%), VERY COLD TEMPERATURE
DEMOGRAPHICS: 100 MIXED SPECIES MINERS (RISING TO THE HUNDREDS OF THOUSANDS DURING THE DOMINION WAR)
CIVILIZATION: HARSH FRONTIER, TL 7-8 WITH NO LUXURIES, MINING CAMPS
RESOURCES: LITHIUM CRYSTALS, DILITHIUM

91-75

ERAS: Captain Kirk prevents Harry Mudd from defrauding the isolated (but potentially wealthy) mining colony on Rigel XII during the mid-23rd century. Frontier adventures suit Rigel XII best in this era; in later eras, Rigel XII becomes a more boring (but very critical) economic hub.

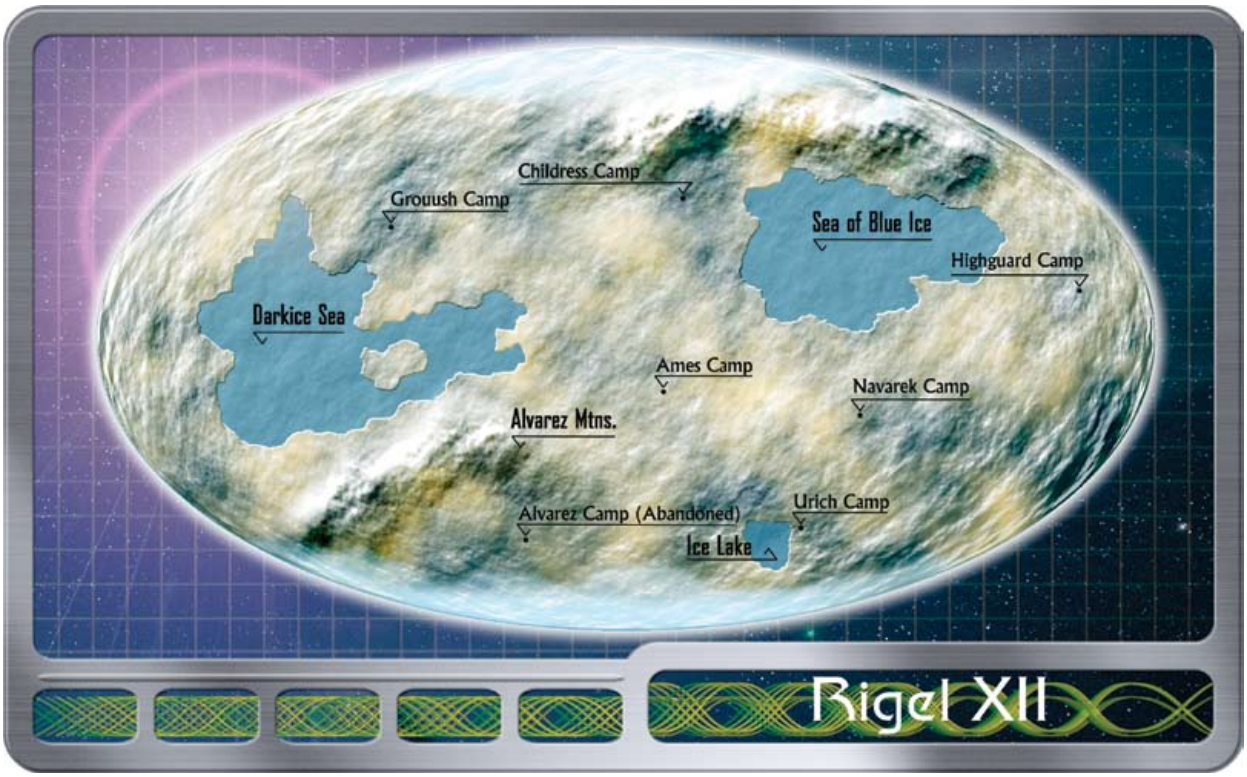
CLIMATE

Rigel XII orbits in a wide, eccentric band between 290 and 300 AU from Rigel A. Its year lasts 2200 standard Earth years; during "midsummer" the temperatures climb almost to freezing, while during the 800 years of winter (ending in the late 23rd century) Siberia or Antarctica seems warmer. Rigel XII's few native life forms generally hibernate for centuries, or reproduce by cysts or spores that can withstand freezing glaciation. Rigel's relatively rapid rotation (20 hour day) and smooth geography means that windstorms are common—in a "cyclone" wind speeds can reach 100 kph and drop temperatures to -60 Centigrade.

HISTORY

Nobody would live on such a miserable planet were it not for Rigel XII's unique composition. Its crust is almost entirely lithium compounds and crystals; Rigel XII is one of the few places in the known galaxy where lithium crystals can be mined at such purity that they will work in warp drives. Dilithium is plentiful on Rigel XII, as well (especially under the frozen sea on the northern pole), but requires expensive and balky equipment to mine and process in the freezing climate. Human and Andorian prospectors establish scattered mining colonies on Rigel XII in the 2190s, with the lithium-cracking plant at Childress Camp the largest. Childress Camp becomes a key refining plant for the entire sector once dilithium extraction equipment arrives in 2287, and serves as a crucial Starfleet resupply station. As the planet warms, and the Starfleet presence becomes more regular, the population grows into the hundreds of thousands by the time of the Dominion War, when fleets stage out of Rigel XII to resupply the Federation's armadas (and those of its allies) with precious dilithium. These fleets make tempting targets for Orion pirates and Jem'Hadar raiders alike.

Illustrations by Kieran Yanner


Childress Camp
Grouush Camp
Sea of Blue Ice
Highguard Camp
Darkice Sea
Ames Camp
Navarek Camp
Alvarez Mtns.
Alvarez Camp (Abandoned)
Urich Camp
Ice Lake
Rigel XII

| | | |

Sea of Ice
The Vaj
Dovarr
Karot
Othilvash River
Kaylaravaj
Daniru
Vaklash River
Vaklash-Othiwash Plain
Ingarroi
Daniru Desert
Onaripam
Rohay
Morind
Ingarr Mtns.
Toripam
Norat
Desertheart Mtns.
Shalarot
Kolaripam
Rohayvan Sea
Kotay Archipelago
Vantiri Ocean
Nisparipam
Zalan
Republic of Zararil
Sandah
Sea of Kontarash
Vantiri Ocean
Enaloi Badlands
Enaloi Badlands
Analar Ruins
Evanoroi
Toranash Mtns.
Anala Valley
Polar Glacier
Rigel VII

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• A-BEV REC 37 11N			676	224	146	367	937						927	03473	6732	• REC 37 4N		757				937
• EARTH S-SYS 78-1 GO	224	146	937	333	757	159	970	76	R22	387	622367	92	372	31057	8242	• EARTH 4-19	66	114	876	969	97	548
• VAR AST-9/77/4ME NA	767	040	767	916	761	535	915		L62	249	194426		919	89190	1310	• FIX AST-9SOL		390	224	040		989
• OSO STD 13-1	065	321	989	555	077	067	151		H76	224	146367		858	11394	9129	• OSO STD 13-1		937	333	761		343

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RISA

PLANETARY PROFILE

PLANET NAME: RISA
CLASS: M
MOONS OR RINGS: 3 MOONS
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 65% HYDROSPHERE, WARM TEMPERATURES
DEMOGRAPHICS: HUNDREDS OF MILLIONS OF FEDERATION COLONISTS (PERMANENT POPULATION)
CIVILIZATION: OPEN AND PEACEFUL, TL 8, COMMERCIAL OLIGARCHY
RESOURCES: TOURISM

91-75

Risa is one of the Federation's most popular tourist destinations, famous for its perfect year-round climate and its culture of boundless hedonism. Extreme weather and seismic activity made this Class M world barely habitable in its primeval form, but state of the art climate and geological stabilization technology (introduced at great expense by the Orion Syndicate) have made Risa a lucrative paradise.

Eras: Risa is already a pleasure paradise in the 22nd century. While it never becomes an actual Federation member world, the planet does benefit from Federation trade and technology. For several centuries it remains the single most popular vacation spot for Federation citizens.

Location

Risa is the third planet in the Granicus binary system, which is located in Alpha Quadrant near Cardassian space. A typical runabout trip from Deep Space 9 to Risa takes at least six hours.

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Climate

Thanks to its weather control, Risa's weather, year-round and all the way from the sub-arctic to the equator, boasts warm temperatures, tropical humidity tempered by mild breezes, and modest precipitation. Tiny polar ice caps keep some of the planet's water in reserve and retain just a hint of natural coldness.

Geography

Eons of intense tectonic activity split Risa's landmass into 10 continents of modest and roughly equal size. Most of the landmass is located in the planet's tropical belt.

Civilization

Risa likes to think of itself as "The Federation's Playground," while most simply refer to it as "the pleasure planet." Whatever one calls it, it has well earned its reputation. Over a thousand tourist resorts, ranging from small clusters of beachfront shacks to hotel megacomplexes square miles large, provide the planets' visitors (who number in the hundreds of millions annually) with just about any diversion they can imagine. Most popular among them, however are what Risans like the call the "Four S's:" Sun, Surf, Sand… and Sex.

Although Risa does a booming convention and meeting business, truth be told, most visitors arrive here with rampant hedonism in mind. Not only do Risans not mind this, they welcome and actively promote it. According to custom, anyone displaying a carved totem called a *Horga'hn* is on the lookout for what the locals call *jamaharon*— strictly speaking, this is an aboriginal Risan word for their mating ritual, but as contemporary slang, it covers just about any sort of sexual tryst. Similarly, the *Horga'hn*, which is roughly humanoid in shape, once served the aboriginal Risans as a fertility symbol.

Risa had a small indigenous population of intelligent humanoids before it became a Federation tourist

Illustration by Kieran Yanner

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- REC 37 4N 757 937
- EARTH 4-19 66 114 876 969 97 548
- FIX AST-9SOL 390 224 040 989
- OSO STD 13-1 937 333 761 343

mecca (see below), but over time they assimilated so thoroughly into the new dominant culture that they lost their distinct identity. Their descendants now merge seamlessly into Risa's legions of hotel maids and cabana boys.

Technically, the Federation classifies Risa as a colony, but it maintains no governor or colonial administration. The planet has no formal political structures at all; instead, a loose coalition of Risa's business leaders, rather like a Chamber of Commerce, administers its affairs and maintains its climate control system.

History

When the first Federation explorers came to Risa in 2260, the planet wasn't the lush tropical haven that it later became. Its climate was warm, but subject to frequent and catastrophic storms. The tidal pulls generated by its three moons, as well as the gravitational strains induced as it orbited away from one and towards the other, also created severe geological instability. Those early surveys found an intelligent humanoid species inhabiting the planet, but in small, isolated groups possessing a primitive level of technology. All of them had oral histories describing how their ancestors had built large settlements only to have the gods wipe them off the face of the planet.

Risa remained a place of little interest until the turn of the next century, when Arlo Leyven saw the planet not as it was, but as it could be. Just how Leyven came to Risa in the first place (as well as his entire personal history to that point) remained something of a mystery for the rest of his life. Rumors circulated that he was deeply involved with the Orion Syndicate and that he crash-landed on Risa while fleeing from the law, and the investigation into his death later established them as fact. But while he was alive, people were just as likely to believe that Leyven was a Yridian front man, a Klingon or Romulan agent, or that he was just a businessman who kept his life very private.

In any event, Arlo Leyven envisioned Risa as the Federation's ultimate tourist destination, a planetary pleasure dome renowned throughout Alpha and Beta Quadrants. He solicited huge loans from his associates in the Orion Syndicate and invested in state of the art climate and geological stabilization technology, using it to fix the planet's weather systems and seismic activity within habitable norms. Within a decade, this massive effort had turned Risa into a livable—even very attractive—world. In 2313, he opened the doors to Croesus' Palace, which remained Risa's landmark resort property for many decades to come.

Croesus' Palace became an instant sensation throughout the Federation. Arno Leyven made an enviable fortune from tourism and land speculation, selling bits of Risa to developers who wanted to emulate his success. However, the money did not accumulate fast enough to pay off the even more formidable debts he had accumulated in shaping the planet to fit his vision.

Illustration by Blake Beasley

In any event, his partners in the Orion Syndicate began to suspect him of skimming their share of the revenues for himself. In 2317, they had him assassinated in his penthouse suite.

In the decades since Arno Leyven's death, private corporations with respectable public images have dominated Risa's tourism trade. Few now speak of Risa as a world run by the Orions, but rumors persist that they maintain influence through secret business partnerships and control of workers' unions.

Risa's status as a place where you go to get away from it all has not isolated it from the eddies and tides of history. In 2366, time-traveling Vorgons suddenly emerged on Risa in search of the legendary weapon Tox Uthat, although their presence was little noted at the time. In 2368, a rogue Kitarian agent on Risa launched a plot to seize control of Starfleet. In 2373 the New Essentialist movement sabotaged the planet's climate control system, unleashing several days of meteorological and seismic chaos.

Places of Interest

The Croesus' Palace Resort still stands as a monument to Arlo Leyven's unparalleled daring. The central hotel tower rises 100 stories into the air, surrounded by all the trappings that one would expect from a top-rank establishment: elegant convention space and ballrooms, gourmet restaurants, holodeck suites, well-kept pools. It remains the epitome of luxury on a planet devoted to pleasure. A colossal statue of Arlo Leyven bestrides the main entrance (an idealized portrait that takes the edge off of the man's ferret-like appearance), an enduring monument to the man who built Risa from the ground up.

After Croesus' Palace, Temtibi Lagoon is probably Risa's most famous resort site. This five-mile wide body of water offers vistas of striking beauty and several five-star hotels that help visitors take advantage of the local opportunities for sightseeing, water sports and other recreational opportunities. While vacationing here in 2373, Deep Space 9 Security Chief Lieutenant Worf became caught up in the New Essentialist plot to cripple Risa's weather control system.

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ROMULUS AND REMUS

PLANETARY PROFILE
PLANET NAME: ROMULUS
CLASS: M
MOONS OR RINGS: 2 MOONS (PIREK AND ELVRENG)
GRAVITY: 1.0 G
CLIMATE: NORMAL ATMOSPHERE, 69% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: BILLIONS OF ROMULANS
CIVILIZATION: ELECTED SENATE AND PRAETOR, TL8
RESOURCES: DILITHIUM, INTELLIGENCE ASSETS

91-75

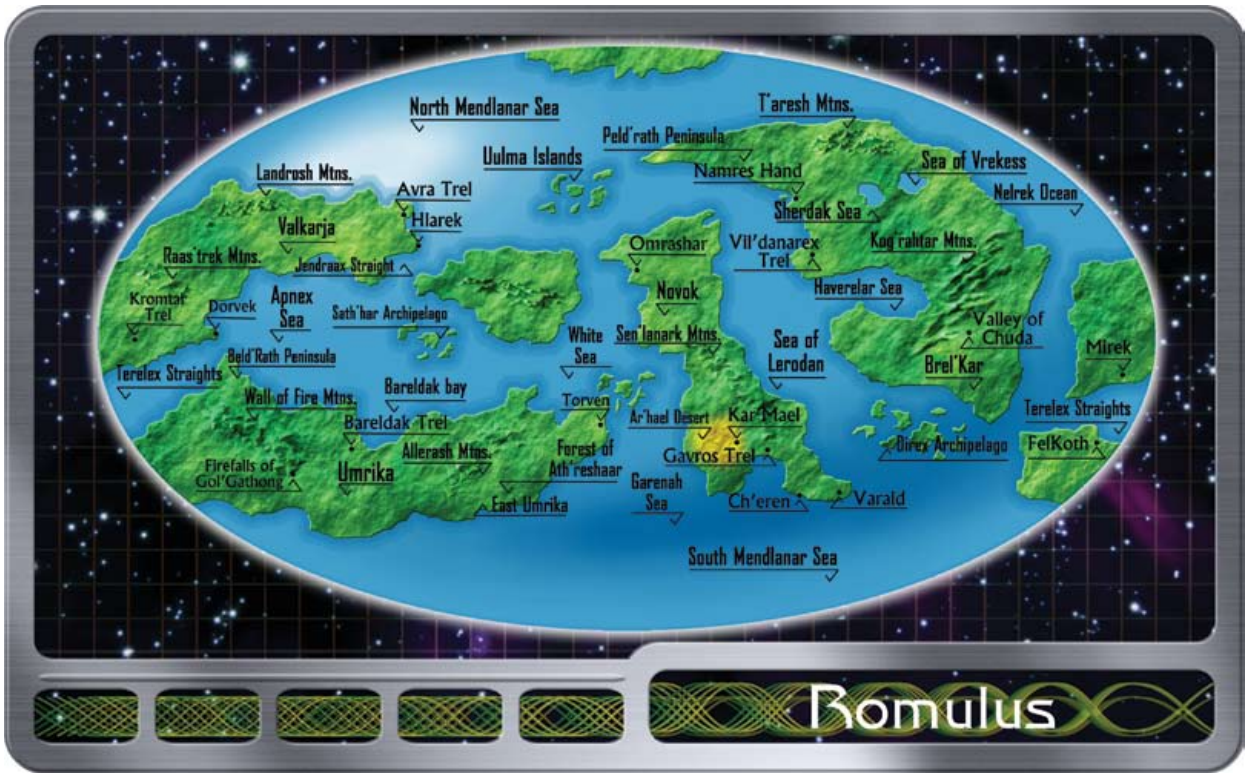
Perhaps one of the most dedicated foes of the Federation, the Romulans make their home on a pair of habitable worlds in the Beta quadrant, far from their ancestral beginnings. While these paired worlds are both beautiful and dangerous, they remain isolated behind a Neutral Zone and mysterious to the other Galactic powers, a reminder of the duality of the Romulan people: Passionate dedication mixed with inscrutable goals.

Eras: The Federation first runs afoul of the Romulans in the 22nd century, when the NX-class Enterprise stumbles across a Romulan client world seeded with cloaked mines. Of course, Romulus and Remus serve as the center of the Romulan empire long before this, ever since the Vulcan diaspora centuries before. Even into the 24th century, very few Federation citizens have seen Romulus or Remus.

Location

Romulus and Remus (called *Romii* by the Romulans) occupy the Beta Quadrant, orbiting the star that Federation charts label as Romulus. This system lies opposite the Neutral Zone, a buffer area that keeps the UFP and Romulan Star Empire apart.

Illustration by Kieran Yanner



Climate

Romulus has a splendid climate. Slightly cooler than Vulcan and with a marginally lower temperature, it is a world of stark majesty. From tall trees to jagged mountains to glittering waterfalls, Romulus exhibits all of the natural beauty one could hope to see on a class M planet. The Romulans themselves doubtless found this primitive natural beauty a strong reason to stay and call the planet home.

Romulus has plentiful indigenous life, and far more vegetation than the comparatively arid world Vulcan. Additionally, Romulans seeded some of their own animals and plants here; evolutionary offshoots of Vulcan flora and fauna have adapted to the ecosystem.

Along with its cooler clime, Romulus has a more significant hydrosphere than Vulcan. Rainfall is common in many parts of the planet, and instead of having small, salty oceans, the world boasts a large ocean and an array of many seas. This climate has contributed significantly to the decline in general Romulan strength compared to their Vulcan ancestors.

Remus, or Romii, lies just inward of Romulus' orbit. is a much less desirable world. It is tidally locked, so it scorches on one side and freezes on the other. The Romulans displaced a primitive native species and took over the world as a mining colony. Over the centuries, the colony became a sort of throw-away for Romulans and other species who were considered inferior but not so dangerous as to require execution, and turned into a combination of prison mine and impressed shipyard. While Remus has a marginally breathable atmosphere in the underground tunnels where it's warm enough to live, only Romulan technologies brought in the necessary food and water supplies for survival.

Geography

Over a quarter of Romulus comprises the continent Brel'kar, and it is here that the capitol city of Val'danadex Trel resides. In spite of the high Romulan population of this continent, the government studiously protects its natural resources. Mountains retain their sharp edge, and the seas are largely unpolluted. Brel'kar runs the gamut of Romulan geography, then, ranging from arctic tundra in the north to coastal plains and tropical woodlands near the equator.

Besides the main continent, Romulus also hosts a variety of sub-continents and islands, broken up by large seas. The Nelrek ocean remains a tremendous sight that moves many a visitor; it's said that when Romulans first beheld the ocean, they cried out in wonder, for their ancestors had never envisioned such a turbulent yet inviting body of water.

Remus, by contrast, is an arid rockball. The world has very little water and mostly hosts innumerable tunnels bored out of the dark rock. The world has few features beyond jagged rock faces and the occasional artificial construction.

Civilization

While Romulan civilization does not emphasize the same values as the Federation—such as privacy, forthrightness, and earnesty—it is nevertheless a highly evolved culture. The Romulan colonists took pains not only to bring with them all of the best technological tools of their Vulcan antecedents, but to build a civilization that would mesh with the lavish new world. From the outset, the Romulans cast an eye toward the conservation of their natural resources, while occasionally fighting amongst themselves in struggles

Illustration by Blake Beasley

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designed to gauge faction strength and encourage dominance by the most clever, ruthless, and powerful members of society.

Combining Vulcan tenacity and intellect with their tools, the Romulans built their civilization from the ground up in a fashion engineered to suit their needs. The promulgation of a code of honor—the code of *D'era*—served to remind all citizens of their place and duties to the state. The formation of their capital city revolved around the creation of a Senate, so that the most influential members of society could have a peaceable means of arbitrating their disputes. And always, the Romulans kept an eye to the stars, knowing that it was their destiny to spread forth and conquer.

Romulan civilization boasts some of the finest technologies of the Alpha and Beta Quadrants. Even though the dreaded *Tal Shiar* watches over personal affairs, Romulan citizens enjoy a high standard of living. Certainly they are subordinate to the state, but they also have material sustenance equivalent to what a citizen of the Federation would garner: food, clothing, housing, entertainment… just so long as one doesn't pick certain types of things that might make the government suspicious of seditious influences.

The Romulans, largely alone among the races of the Alpha and Beta Quadrants, refused to send expeditions to colonize or exploit the Gamma Quadrant after the discovery of the Bajoran wormhole. Romulus has historically remained an isolated power, and that isolation served well, keeping the Romulans out of many conflicts until they were ready to enter on their own terms.

History

The Romulans are not a native people; rather, they are explorers who came from Vulcan. During the Time of Awakening, as the Vulcan people put aside their volatile emotions and warlike natures, some Vulcans refused the call of logic. These Vulcans longed for the hot-blooded days of emotional conflict. Eventually, outnumbered by the followers of Surak, they left in sublight ships, hoping to seek a new homeworld somewhere near Vulcan within twenty or thirty years. What happened exceeded any of their expectations: A temporary wormhole deposited several of the would-be colonists at the edge of the Romulus system. Noting the favorable characteristics of the planet before them, the Romulans seized this opportunity and found a new home.

While the Romulans didn't develop warp drive as easily as some cultures, their penchant for subtlety rewarded them in other ways. The cloaking device was among their early advances, and the first Romulan exploratory vessels boasted this as a considerable advantage. The mineral resources of Remus helped immensely in the construction of an initial fleet. Still, the Romulans proceeded cautiously, ever wary of rediscovering the Vulcans or some other potentially hostile power.

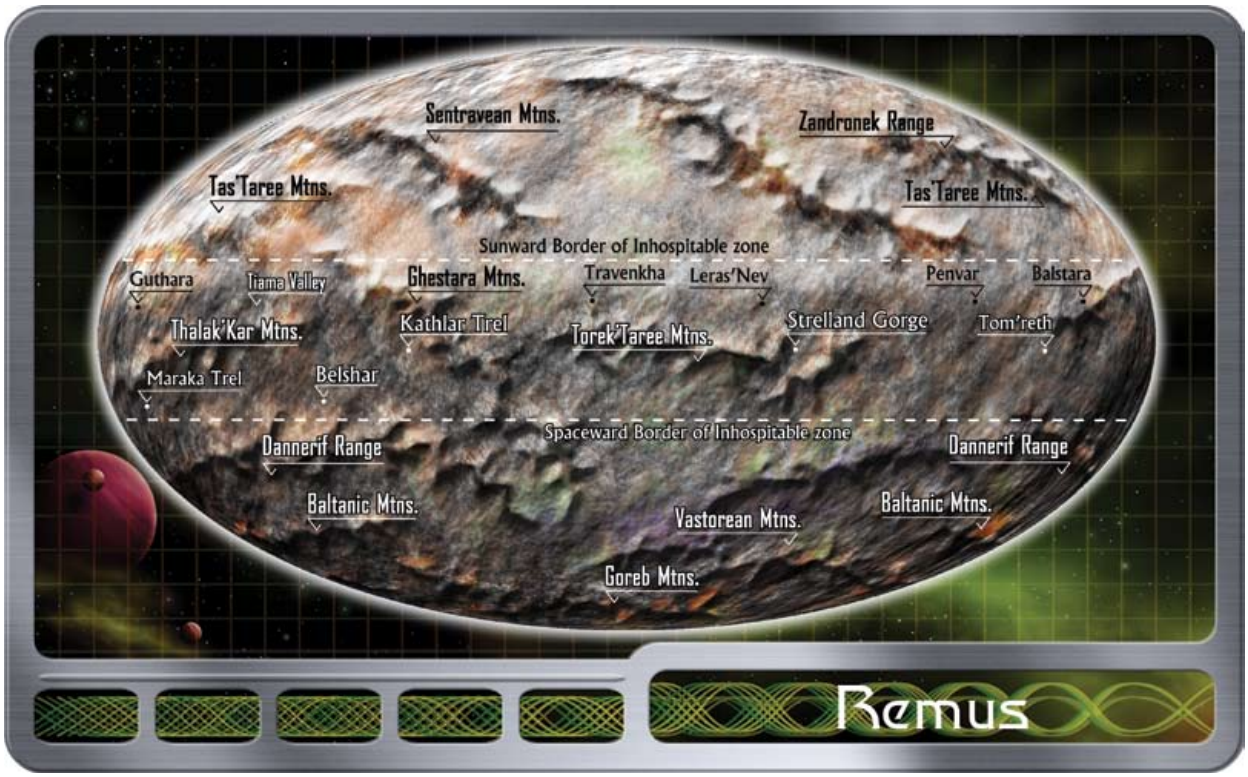
By the 22nd century, the Romulans had expanded their borders slightly, but their relative lack of supraluminal propulsion hampered exploration progress. Nevertheless, they finally made fateful contact with the NX-class *Enterprise* when that vessel became damaged by a cloaked Romulan mine. While the Romulans didn't show themselves here, and the *Enterprise* only caught a brief sighting of their ship, this presaged contact to come: Quiet withdrawal from Galactic affairs, with a consistent demand for outside races to leave, backed up by threat of force and the chilling conviction of Romulan superiority.

Later meetings proved just as difficult; the Romulans and Starfleet finally entered war in 2155. This was a mixed encounter for the Romulans. While Romulus and Remus possessed superior technology in the form of cloaks and a larger fleet, Starfleet had more maneuverable ships thanks to their advanced warp drive. Neither side could gain a decisive advantage—Starfleet vessels could flee or bring in reinforcements faster than Romulans could move tactically, but the cloak made it impossible for Starfleet to pin the Romulans down. Eventually, the Treaty of Cheron, negotiated by subspace radio, ended hostilities on a stalemate and established the Neutral Zone, from behind which the Romulan Empire would brood, expand, and occasionally emerge to test the burgeoning Federation.

In what would become a recurring pattern, the Romulans remained behind the Neutral Zone and out of mind for close to a century. Then, a new generation of their warbird was sent to assault Federation colonies and test the waters for a response. The famed *Constitution*-class *Enterprise* responded, and this time the *Enterprise* wasn't as helpless before the Romulan attack. Captain Kirk managed to destroy the Romulan vessel, thereby forcing the Romulans to rethink their plans, but not before Starfleet learned conclusively the Romulan origins. While the Romulans had formed a peace treaty with the Klingons (to avoid a two front war), they now looked hungrily at that border for expansion.

Once again, nearly a decade passed before the Romulans decisively tested the Federation, this time with a standoff against the *Enterprise*-D. By now the Romulans had developed their massive new warbirds with singularity engines and powerful disruptor cannons, easily the equal of Starfleet's 24th century *Galaxy*-class ships, but careful diplomacy and maneuvering on the part of Starfleet's finest served to stop the Romulan advance again, although the *Tal Shiar* dealt blows to the UFP by managing to extradite hidden operatives and flush out traitors.

With the advent of the Dominion War, the Romulan empire remained officially neutral, but was forced into the conflict when Captain Benjamin Sisko provided (falsified) evidence of a Dominion assault plan against Romulus. At the end of the war the Romulans brought their forces to bear with the Alliance and aided in



quashing the Dominion invasion—only to retreat once more behind their shroud of secrecy.

Most recently, the Romulan government underwent a shift in power as a new figure in Reman activism managed to assassinate the former Senate and declare himself the new supreme Praetor. This mysterious Shinzon proved to be a clone of the decorated Captain Jean-Luc Picard, designed as part of an earlier plot to inflitrate the Federation with trained clones of its top officials. Picard and the *Enterprise*-E responded to a call for diplomacy, only to discover that it was another trap; Shinzon had used the Reman shipbuilding facilities and technologies to design a new generation of warships and planetary weapons, with the intent of destroying Earth and crippling the Federation. Fortunately Picard and the crew of the *Enterprise* stopped him, but only at great cost, and leaving the Romulan government in a shambles. Whether the Romulans will retreat to their grim stoicism once more, or see this as a saving grace on their behalf thanks to the Federation, remains to be seen.

Places of Interest

The Reman mines are not exactly a "place of interest" so much as a location of strategic importance. Reman laborers, as supervised slaves, here extract the resources that form the backbone of the Romulan Star Navy's might. Dilithium and polyduranium all come from the winding tunnels of this maze, whose inhabitants rarely see light and have become degenerate creatures thanks to their generations of imprisonment.

The Firefalls of Gol'gathong remain one of Romulus' most celebrated sights; at night, the falls reflect a reddish-orange light that resembles a stream of flowing fire. Romulan officers in particular seem to find this landmark breathtaking: A symbol not only of the natural beauty of their world, but of the fiery heart that beats in the Romulan breast and glows its brightest only in the darkness.

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Illustrations by Blake Beasley and Kieran Yanner

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RURA PENTHE

PLANETARY PROFILE
PLANET NAME: RURA PENTHE
CLASS: M (BARELY)
MOONS OR RINGS: NONE
GRAVITY: 0.8 G
CLIMATE: THIN ATMOSPHERE, 100% HYDROSPHERE (ICE), VERY COLD TEMPERATURE
DEMOGRAPHICS: THOUSANDS OF PRISONERS
CIVILIZATION: CORRUPT PRISON DESPOTISM, TL6
RESOURCES: DILITHIUM

In each major culture, there are those who defy the social order. Among the Federation, criminals are sent to rehabilitation centers, where they have a chance to recover and return to society. Among the Klingons, however, there is Rura Penthe… the prison planetoid.

Eras: Rura Penthe has served as a Klingon prison world since the early 22nd century, where slave miners eked out dilithium to feed the Klingon war machine and its need for starships. It changes little over the ensuing centuries.

Location

Rura Penthe is the sixth world of seven, orbiting a red dwarf star deep within the Klingon Empire. It is more than thirty light years from any other inhabited world, in hopes of keeping casual traffic (and potential escape routes) far away from the Alien's Graveyard.

Climate

Though Class M and technically a water world, Rura Penthe's average equatorial temperature is –18 degrees C. Out near the poles, the harsh cold reaches –30 degrees C or more. Though there are common windstorms, it's actually rare that enough water from the surface sublimates to allow for snowfall. The bitter conditions make traveling and working on the surface in anything less than a full environmental suit dangerous. Because the cold is so lethal on this world, the Klingons do not even post guard towers or erect electronic frontiers to contain their prisoners. If someone escapes the mines, it is certain that he is embracing death.

Geography

Rura Penthe is a rocky, ice-covered world. Over 96% of the planet is covered by glaciers, some of which are over ten kilometers thick in places. As a result, the prison is located mostly underground, both for proximity to the dilithium mines and to allow the ice and rock above to insulate the habitats, reducing the power requirements to heat the prison.

Dilithium is plentiful here, which is why the Klingons decided to use Rura Penthe as a prison colony. The "world" is barely more than a glorified asteroid, with only the dense mineral content giving the planet enough mass to hold a breathable atmosphere, ice and water. The mines produce a majority of the ship grade dilithium needed to keep the Klingon fleet flying.

Civilization

For a Klingon warrior, there is no greater dishonor than being captured and not being allowed to die. Only the most dishonorable of deeds warrants exile to the harsh prison of Rura Penthe, and few Klingons reach the world without committing suicide first. As a result, the vast majority of Rura Penthe's prisoners aren't Klingons, but aliens from a hundred worlds. Many are from subjugated races under Klingon oppression. Others were captured during actions the Klingons found dishonorable. As a Klingon's honor is prized above all else, it is assumed that any sentence to Rura Penthe is worse than a life sentence, and there is no mechanism for either appeal or clemency. Given the wide range of races imprisoned here, and the near total lack of escapees or released prisoners, Rura Penthe has become known as the Alien's Graveyard in the Empire.

Klingon guards and wardens assigned to Rura Penthe are often dishonored warriors as well, though their dishonor is not so great as to warrant death by their own hand. Certainly, no honored and valuable warrior would be exiled to so bleak an assignment, so the prison administrators are among the most venal in the Klingon military. Between this and the permanent nature of imprisonment on Rura Penthe, the prison society is corrupt and harsh, with the strongest prisoners preying on the weaker prisoners for clothes, perks, minor comforts, and the like. Anyone sentenced to Rura Penthe had better be ready either to fight and win, or to get used to giving up their goods and doing all the dirtiest work.

Illustration by Kieran Yanner

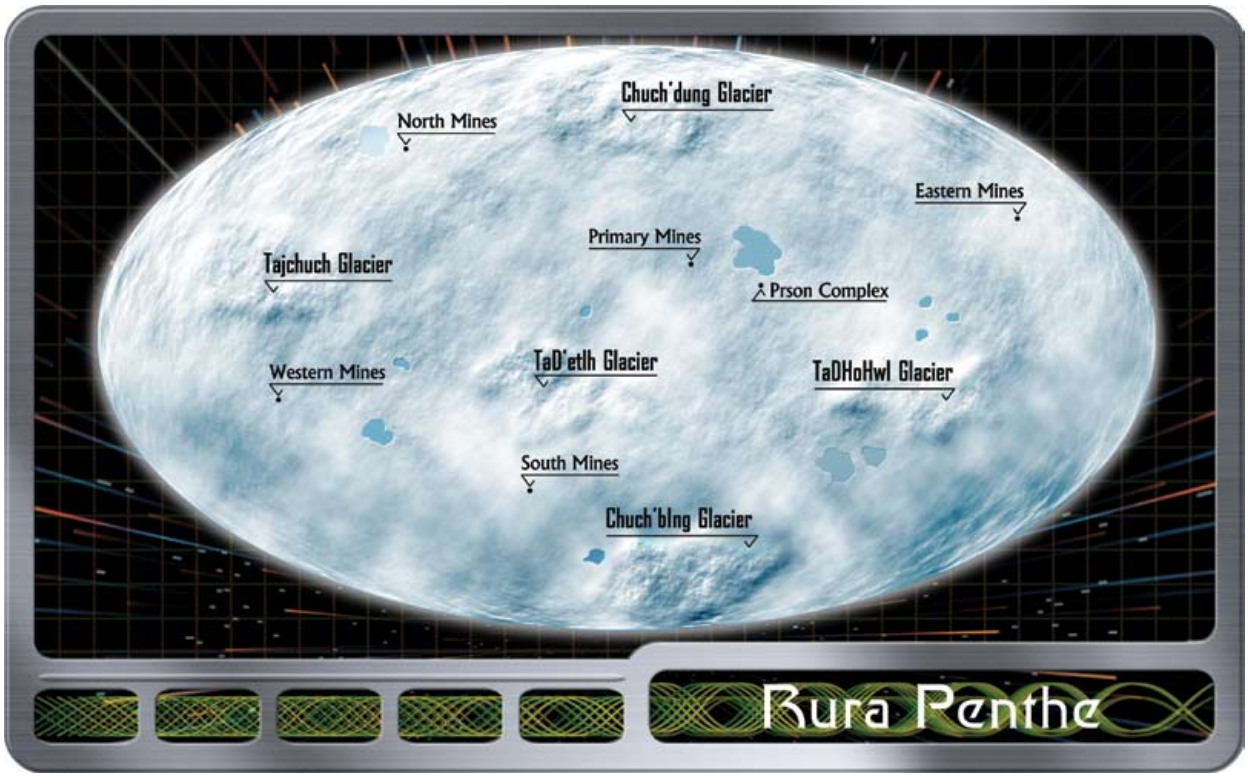

Illustration by Blake Beasley

Which is not to say anyone has it easy on Rura Penthe. The Empire might not respect the Alien's Graveyard, but they need the high-grade dilithium it produces, and no shortfalls of dilithium ore are permitted. The most powerful gang lords of Rura Penthe still descend to the mines every day. The work is arduous and cold, and in a given year a good number of prisoners die mining, only to be buried next to their work as the mining continues on. The atmosphere on Rura Penthe is oppressive, with cynicism and despair breeding hand in hand, and the closest of friends among the prisoners turning each other in for more food, extra blankets or a nice coat.

History

Rura Penthe was scouted very early in the Klingon Empire's expansion to the stars, but it was only after the development of Warp 4 capable starships—and dilithium's ability to regulate matter/antimatter reactions—that Rura Penthe became valuable to the Klingons. However, the question of developing such an inhospitable world was a difficult one. Certainly, no Klingon would willingly travel to such a desolate place, far from where honor held sway. Early mining colonies used slave labor from conquered worlds, but this was found to be inefficient at best. Rura Penthe was simply too far away to transport slaves, and the practice made conquered worlds unacceptably restive.

However, these very qualities made Rura Penthe an excellent devil to keep conquered peoples in line. In 2098, Chancellor Kapok of the Klingon High Council announced a new policy: dishonorable acts of rebellion (meaning any rebellious act where the rebels did not openly attack and fight against their Klingon lords) against the Empire by conquered races would to be punished by transportation to the dilithium mines—a fate terrible enough to discourage subject worlds from getting too far out of line. In 2108, Kaltof—a powerful member of the Klingon High Council and political enemy of Chancellor Kapok's—was implicated in a plot to poison the Chancellor. This act—dishonorable in the extreme for a Klingon warrior—resulted in Kaltof and twenty of his warriors being exiled to Rura Penthe. Eighteen of those warriors committed suicide en route to their prison, but two—Kaltof himself and one of his aides—arrived and worked in the mines for the rest of their lives. This established an important precedent: Rura Penthe would be the prison world for any subject of the Empire whose dishonor was too great to warrant death.

Almost no one ever escaped from Rura Penthe. The stigma of the world was too great for any loyal Klingon or Klingon subject race to overcome. An exception to this occurred in 2293. Captain James T. Kirk and Doctor Leonard McCoy, both of the *U.S.S. Enterprise*-A, had been implicated in the cowardly attack on and murder of Chancellor Gorkon of the Klingon High Council, when Chancellor Gorkon had been traveling to Camp Khitomer to negotiate an alliance with the Federation. The attack—apparently staged from the *Enterprise* from complete surprise—had involved a sudden torpedo shot damaging *Kronos One* and crippling the artificial gravity. While the artificial gravity was off, preventing the Klingon warriors within from engaging their enemies hand to hand, two Starfleet officers in environmental gear and magnetic boots beamed aboard *Kronos One* and murdered Gorkon. This attack—the absolute heart of dishonor among the Klingon people—was found to

be the fault of known Klingon hater Kirk and his personal physician (whose only real crime had been an inability to save Gorkon's life).

Kirk and McCoy were innocent of the crime, however, which had been plotted by a group of renegade Starfleet officers and Klingon warriors who were opposed to the alliance. The crew of the *Enterprise* were able to prove the innocence of their shipmates, and penetrated deep into Klingon space. Once there, they were able to find Kirk and McCoy's biosigns (the only human ones on the world) and beam the pair back to the *Enterprise*. Thus reunited, the crew of the *Enterprise* were joined by the *U.S.S. Excelsior*, under the command of Captain Hikaru Sulu, and the two starships were able to expose the conspiracy and exonerate Kirk and McCoy.

In the decades since, Rura Penthe has remained of crucial importance to the Empire. While the importance of natural dilithium in the Federation and Romulan Star Empire has declined with the discovery of advanced dilithium recompositing techniques, the Klingons still depend on natural crystals in great number for their warfleet. So long as this is true, and so long as traitors and cowards live within the borders of the Klingon Empire, Rura Penthe will be well populated.

Places of Interest

There is little of interest on Rura Penthe beyond the living quarters for the prisoners and the dilithium mines themselves. Of course, the presence of so much unrefined dilithium ore can be a tempting target for pirates and thieves… if pirates and thieves are willing to travel so deep into the heart of the Klingon Empire and back.

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SCALOS

PLANETARY PROFILE

PLANET NAME: SCALOS
CLASS: M
MOONS OR RINGS: 2 MOONS
GRAVITY: 1.1 G
CLIMATE: STANDARD, 60% HYDROSPHERE (POLLUTED), WARM TEMPERATURE.
DEMOGRAPHICS: N/A
CIVILIZATION: N/A, TL8 CRYOGENICS AND LIFE SCIENCE TECHNOLOGY, TL7 ALL OTHERS
RESOURCES: CRYOGENIC TECHNOLOGY, LIFE SCIENCE TECHNOLOGY, HYPERACCELERANTS IN WATER

One of the great natural tragedies of the galaxy, the planet Scalos stands as a testament both to the cruelty of fate and to the lengths a desperate people will go to survive. Scalos remains one of the few worlds within Federation borders under full quarantine.

Eras: In the 22nd century, the Scalos civilization is both alive, vibrant and existing in normal time during this era. They are a peaceful people with significant cryogenic and medical technology, and considerable mineral resources. After volcanic rifts release poisoning radiation into Scalos's water supply in the 23rd century, Scalos becomes a ghost world from the point of view of travelers. Their driving need to perpetuate their species in their hyperaccelerated state made Scalos a menace to any starship that got close enough. During the 24th century, Scalos is a quarantined and dead world. The known properties of Scalosian water makes even archeological missions to the world too dangerous to be sanctioned. And, of course, there are rumors of Scalosian survivors stealing away starships even to that day. While the dangers of the Scalosian environment remain unabated,

Illustration by Kieran Yanner

the Dominion War is a powerful motivator. Starfleet Intelligence (or Section 31) might well send operatives to Scalos, to develop military uses of Scalosian hyperacceleration. Of course, a race as versed in cryogenics as the Scalosians might have a few surprises waiting even after all those years…

Location

Scalos is the fourth planet of twelve orbiting an orange star in the Mutara Sector. Scalos's presence continues to make the Mutara sector restricted to casual travel.

Climate

Scalos is a moderately warm world, following the tremendous planetwide volcanic activity which poisoned the Scalosian biosphere. Among many other poisons, the volcanos released tremendous greenhouse gases, drastically changing the ecology over the time since the disaster. This has caused the extinction of thousands of plant species on Scalos. More tragically, all of the animal and insect life on Scalos has died out, victim to the same tragedy that affected the Scalosian people.

Once, Scalos was a moderately normal Class M world, 60% water, with five continents. Most of the land area was temperate, with some tropical and rainforest areas. However, a shift in the planet's mantle caused a large number of volcanic eruptions worldwide. The disaster changed the climate considerably, and released an otherwise unknown type of radiation that polluted the planet's water supply. All water on the planet now contains radioactive factors that cause what the Scalosians termed hyperacceleration. Victims literally are accelerated beyond the frame of reference of normal observers, becoming an incoherent buzz at best. The victim's metabolic rate is altered so radically that they literally enter a new frame of reference, where normal people appear to be statues, and even a phaser beam seems to slowly creep through the air, easily avoided.

During this time, victims of hyperacceleration can perform time consuming tasks in a literal blink of an eye. The approximate ratio of the frames of reference is one normal second to one hyperaccelerated hour. Hyperaccelerated characters can casually perform lethal attacks against normal targets, who in turn cannot even perceive their opponent.

Note that normal characters subjected to hyperacceleration have very short lifespans, as their cellular structure is burned out by the increased metabolism. The effect also makes hyperaccelerated victims highly vulnerable to injury. Should a character take damage for any reason, they must make a Stamina test to resist fatigue each action round from that point forward, so long as they are still hyperaccelerated. Each stage of fatigue incurred causes the character to appear to age by ten years, with all normal fatigue effects and continued tests to resist fatigue. When a character reaches the collapsed stage of fatigue (as per table A.8 on page 246 of the *Star Trek RPG Player's Guide*), the character dies of cellular breakdown. A low-stamina or unlucky character may be reduced from perfect health to death in six action rounds by this process. Receiving the antidote to the hyperacceleration developed by the crew of the *U.S.S. Enterprise* will stop this degeneration immediately, allowing a character to recover as normal from fatigue.

Illustration by Blake Beasley

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Note that the Scalosians have developed a form of disruptor (following the same rules as standard disruptors) which operates in their frame of reference. This disruptor's stun setting does not cause the cellular degeneration, and is used to subdue hyperaccelerated outsiders without killing them.

The Scalosians themselves have adapted to their environment, and do not suffer degenerative effects to combat. However, they have suffered a cruel fate of their own. The radiation has made Scalosian female highly fertile, allowing them to give birth to multiple offspring and easily mate with other species… but Scalosian males are completely sterile. Outsiders who are hyperaccelerated are unaffected, making them highly valuable.

Geography

The volcanic activity that doomed the Scalosian race has also made the terrain worldwide on Scalos rough and mountainous. Many Scalosian cities and settlements were destroyed by this activity, but the hyperaccelerated state of the Scalosians allowed them to rebuild considerably. The critical damage done to their biosphere by the destruction of their native fauna was harder to recover from. To this day, huge domed agricultural centers can be seen, with rapid growing crops and fungi becoming the staple of their diet.

Civilization

The Scalosian civilization was a democratic system for generations before the disaster. However, as the acceleration took effect and the Scalosian males became infertile, the Scalosian women assumed the burdens both of perpetuating society and of governing it. A matriarchal monarchy was established, with centralized authority coordinating the trapping of new breeding stock for later Scalosian generations.

The Scalosians were experts in medicine and medical techniques, represented in particular by their remarkable life support technology served to perpetuate the Scalosian race. Scalosians took to using distress calls to lure starships close to their world. They then would adapt the starship's life support system to place the crew into cryogenic suspension, releasing alien males slowly and mating with them as long as they survived the hyperacceleration. In this way, through strict genetic screening and controls, their society was able to be perpetuated for a time. Naturally, there was only so long the Scalosians could lure starships into their trap before being caught, but with a full year of Scalosian time passing in just 2.4 hours of normal time, their society could continue their ways for many generations before the normal universe caught on.

History

Once, Scalos was a peaceful world, devoted to the life sciences, genetics and the improvement of life. A long tradition of pacifism and coexistence was established, and gentle philosophers and scientists lived among artists and poets. It was an idyllic society, with a driving imperative to survive and better themselves through personal and technological development.

In 2268, all of that changed. Massive volcanic eruptions rocked Scalos, changing the environment and poisoning the water supply with an unknown form of radiation. The Scalosians found themselves accelerated beyond all possible belief. Within scant days, decades had passed, and the Scalosian people had been forced to adapt to their new situation. Orbiting starships from several worlds were captured and used as cryogenic storage, with men of different races being released and accelerated (comparatively) slowly. Each captured man became the father of hundreds of children, thanks to sperm collection and storage. However, time was no longer the friend of the Scalosians, who despite their women's fertility could scarcely keep ahead of the trials. The ships in orbit, carefully managed, yielded breeding stock for hundreds of Scalosian

Illustration by Kieran Yanner

years and dozens of generations. However, eventually they ran out—eventually being less than forty days from the initial destruction, by the universe's reckoning. To continue perpetuating their species, the Scalosians took to sending out distress calls and luring rescue ships in. These ships would then be captured as the originals had been, their men carefully rationed to ensure the survival of Scalos. This process was made easier by Scalos's reputation for peace and tranquility. While the pacifistic society that the galaxy knew had been gone for a hundred generations or more, no one knew that when they received the call.

Sixty-four days after the accident, the *U.S.S. Enterprise*, under the command of James T. Kirk, responded to this beacon. Kirk and several members of his crew were dosed with the Scalosian water and hyperaccelerated, while the Scalosians adapted the *Enterprise's* life support to put the crew into cryogenic suspension. Captain Kirk, along with the hyperaccelerated Commander Spock, managed to thwart the Scalosians' plans. The *Enterprise* crew developed an antidote to the hyperacceleration, which allowed most of the accelerated crewmembers to be safely returned to normal. The *Enterprise* then informed Starfleet of the Scalosians' real intentions, and a planetary quarantine was put into effect on Scalos, with the Scalosians returned to their world to live out their lives.

This, of course, was a death sentence to the Scalosian race, who were unaffected by the antidote. Even if Starfleet had interceded, no aid or research would reach Scalos within the four to six days it would take for every Scalosian to die of old age. Scalos remained a quarantined, abandoned world after this.

Or so it is assumed. After all, the Scalosians are masters of cryogenic technology. Who is to say that an automated cryogenic facility does not hold the Scalosians in suspended animation, waiting for a landing party or away team to come to their world once more. One day, healthy stock will return to Scalos, after all, and the Scalosians can emerge from suspended animation… and ensure their race's survival for at least another day.

Places of Interest

Truth be told, there is nothing on Scalos as interesting as the lakes and waters of their world. Starfleet's quarantine keeps away any who might try and abuse Scalos's unique properties, and the nature of those properties are kept classified. Of course, for some characters, a mystery exists only to be solved…

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Illustration by Kieran Yanner

SELAY

PLANETARY PROFILE

PLANET NAME: SELAY
CLASS: M
MOONS OR RINGS: 4 MOONS
GRAVITY: 1.1 G
CLIMATE: STANDARD ATMOSPHERE, 70% HYDROSPHERE, HOT TEMPERATURES
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: DISCIPLINED AND ARTISTIC, TL 7, MONARCHY
RESOURCES: MEDICINAL PLANTS, NATIVE ARTS AND CRAFTS

Selay, a warm, humid world covered with swamp, is one of two planets in the Beta Renner system to host intelligent life. Its native intelligent species, the reptilian Selay, fought constantly with their neighbors the Anticans for generations until Federation negotiators helped end the war. The Selay are religious by nature and enjoy storytelling.

Eras: Selay's intelligent species made first contact with the Federation in the 24th century, but they fought against Antica (page 26) long before that.

Location

Selay is the fourth planet in the Beta Renner system, which is located in the Alpha Quadrant.

Climate

The vast majority of Selay, from the equator all the way up and down through the subpolar regions, is warm and humid most of the year. The only part of the planet where the climate is dry is the desert at the center of Sshtalha, the main continent, which is closed off from rain bearing weather systems by mountains.

Geography

Selay's largest landmass is the continent called Sshtalha. From space, it resembles an egg lying on its side, and its horizontal axis lies directly along the planet's equator. Smaller islands dot the rest of the planet. Sshtalha has many freshwater lakes and four major river systems. Each river has its source in the ring of mountains at the center of the continent, and each runs roughly along one of Sshtalha's axes to the sea. Every source of fresh water on the planet has marshes or swamps, which the Selay find hospitable.

Civilization

Selay's only intelligent native species is a cold-blooded, reptilian humanoid race known as the Selay. Scaly gray skin covers their bodies, and a distinctive hood-like structure made of cartilage extends across the back of the head and out from either side.

Selay society is matriarchal. Adult females head each family unit, as they produce and assume primary responsibility for rearing young. Selay rarely pair bond for life, and most females will simply go out looking for another mate when it is time for them to produce another clutch of eggs. Adult males split time between broods that they have fathered, and they are less intimately involved with caregiving.

This social structure more or less replicates itself in Selay political structures. Whether on the local, regional or global level, the Selay have traditionally been ruled by a hereditary female monarch whose civil authority is supported by the religious authority of a male shaman. They revere their queen as the great mother of their tribe or their entire people. The shaman channels the Selay's gods; he carries a certain moral authority and receives affection from his queen's subjects for the stories that he tells. But unlike the queen, his words do not carry the force of law.

The Selay like to think of themselves as a race of dreamers and storytellers. Their shamans do not tell a single myth of their creation (or of the creation of the Universe, for that matter). Instead, they tell many competing myths that their predecessors have thought up through the generations. Indeed, they and their contemporaries come up with new ones all the time, usually under the influence of visions that they receive at their holy places (see 'Places of Interest'). Their reptilian sluggishness also makes them good listeners, as they usually aren't in a hurry to go anywhere. This makes them more than willing to sit and hear a tale for a while, especially when the weather is cold. All Selay love a good story, and the longer and more intricate it is, the more they like it.

History

Selay and Antican civilizations evolved along similar timetables, and they developed both advanced astronomy and space flight at about the same historical moment. From their earliest times, though, Selay shamans would gaze up at the stars and weave tales about the god-like beings who lived among them. When Antican ships actually appeared in orbit around their planet and turned beam weapons on their major cities in 2304, however, any illusions the Selay had about achieving mystical communion with beings from other worlds disappeared. Time and again, the Anticans tried to crush their neighbors, but war roused the Selay's anger and determination as they had never known before. But just as the Anticans could never

Illustration by Blake Beasley

deliver a decisive blow against them, neither could the Selay launch an effective counterattack, since Antica's frigid climate proved quite hostile to the cold-blooded Selay. And so the war continued for 60 years.

The Selay made first contact with the Federation in 2360, at the same time as their archenemies. Although they had grown to hate the Anticans with uncharacteristic ferocity, they also saw in the Federation's arrival a chance to end the apparently endless war on honorable terms. When Federation diplomats insisted that the two sides make peace as a precondition of membership in the UFP the Selay readily assented. They met on Parliament in 2364 and hammered out the Beta Renner Treaty, although a few hotheads in the Selay delegation had to be strong-armed into accepting the agreement.

Since then, the Selay have regarded the Anticans with wariness. They appreciate peace, but the scars of so many years of war heal slowly—if they heal at all. They maintain diplomatic contact with Antica, but other forms of cooperation come few and far between, usually in the form of furtive initiatives by lower-level government functionaries and private individuals. Trying to make friends with Anticans can make one unpopular on Selay. The Selay tend regard the Federation as guarantors of the Beta Renner Treaty, and they take any complaints about perceived treaty violations to the UFP first, rather than confront the Anticans directly.

Since their acceptance into the Federation, a handful of Selay have served Starfleet as counselors and the UFP as diplomats.

Places of Interest

There are about two dozen sites scattered across the planet that the Selay regard as holy. They are secluded bogs or patches of swamp where, since prehistoric times, Selay shaman have gone to meditate and receive visions from their gods. Federation anthropologists call them oracles, but the Selay themselves only speak of them in roundabout ways, refusing to name directly what is most sacred to them. These oracles are usually marked by stones (even though they sink into the soft ground over time) or some manipulation of local flora. Scientists who have studied them have determined that these places emit a peculiar mixture of methane and other gases that generates psychotropic effects in some species, but the Selay prefer their explanation. Any non-Selay entering an oracle must make a successful Stamina reaction test (TN 15) or start hallucinating.

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Illustration by Kieran Yanner

SIGMA IOTIA II

PLANETARY PROFILE

PLANET NAME: SIGMA IOTIA II ("IOTIA")
CLASS: M
MOONS OR RINGS: ONE LARGE MOON AT MEDIUM DISTANCE
GRAVITY: 0.9 G
CLIMATE: STANDARD NITROGEN-OXYGEN ATMOSPHERE, 65% HYDROSPHERE, COOL CLIMATE
DEMOGRAPHICS: 900 MILLION IOTIANS
CIVILIZATION: IMITATIVE AND AGGRESSIVE, TL 5 (LATER TL 5-6 WITH MAJOR TL 8 ELEMENTS), VERY LOOSELY UNIFIED UNDER VIOLENT OLIGARCHIES.
RESOURCES: NONE IN PARTICULAR, ALTHOUGH AGGRESSIVE IOTIAN MARKETING HAS CREATED A STRONG DEMAND FOR IOTIAN LIQUOR AND WEAPONS IN MANY NEARBY PRIMITIVE WORLDS.

ERAS: First contacted by the *U.S.S. Horizon* in 2168, Sigma Iotia II was isolated from interstellar travel until the *U.S.S. Enterprise* reached it a century later. The Transtator Revolution and its consequences shake out during the late 23rd century, although individual Iotian mobs can make trouble even into the 24th century beyond.

Location

Sigma Iotia is a Type K V main-sequence orange star 100 light-years from Canopus in the Beta Quadrant. Near, though not inside, both the Klingon and Romulan Neutral Zones, only sheer chance let the Iotians' first contact be with the relatively benign *U.S.S. Horizon*. During the 24th century, Sigma Iotia establishes itself as the center of a fairly good-sized smuggling network with significant contacts with the Orion Syndicate at the outer, spinward edges.

Climate

An essentially Earthlike Class-M world, Iotia has slightly more extreme weather thanks to a higher radiation output from its star, a faster rotation period (the Iotian day is 19 hours long, although the Iotians divide it into 24 hours now), and the somewhat smaller oceans (which increase wet-dry air contrast). Most of the planet is temperate, although very tectonically active. Few Iotian cities survive even one or two centuries without suffering at least one major earthquake or fire; some Starfleet anthropologists theorize that this relatively high disaster regime may have been the evolutionary pressure that drove the Iotians' strong imitative faculties. Others claim that the Iotian brain-eye system processes "pack" information differently from Humans, pointing out the extreme ease with which trends spread across the planet. Still other scholars believe the so-called "Iotian imitative ability" is nothing more than the severe culture shock caused by a sloppy first contact.

Geography and History

Iotia has four major continents and two minor ice-capped ones at the poles. Before the arrival of the *U.S.S. Horizon* in 2168, the natives of the second-largest temperate-zone continent, Ekal, had reached their industrial revolution and set about conquering the other three; only Landek (the smaller southern-hemisphere continent) successfully resisted. Clans in Ekal soon warred over the spoils from Egaph (the largest temperate-zone continent) and Uil (a resource-rich tropical continent) and had managed to balkanize the government of all three continents. Landek was preparing a war of conquest itself when the Federation arrived. The *Horizon*'s first contact team consulted various political science texts to understand the complex and fluid system in Ekal, and found the closest parallel in Earth gang warfare. Unfortunately, the *Horizon* left a research copy of *Chicago Mobs of the Twenties* (first published in New York in 1992) behind after forcing the Iotians into a truce.

The various clans competed to build TL 5 tools and weapons, and soon Iotia was once again on the verge of global warfare. However, following the pattern the Iotians derived from "The Book," they decided to build a common capital along a major clan boundary in southern Ekal. There they would fight things out in the ritualized fashion of Chicago mobsters rather than in devastating world conflict. This agreement lasted for fifty or so years, until by the 2260s, the world was once more on the brink of war when Bela Oxmyx made his bid for global power using the resources of northern Ekal and Egaph. Jojo Krako of Landek (and his "boys" in southern Ekal) fought him off and the *U.S.S. Enterprise* arrived in 2268 just as both sides drew breath for the next confrontation. Like Captain Kinzie of the *Horizon* before him, Captain Kirk enforced a truce through superior firepower. He also attempted to use Iotian pack mentality and imitative behavior to forge a planetary union centered on himself and the Federation. Unfortunately, the Federation's later diplomatic teams were not up to the task of maintaining Kirk's negotiating position, to say nothing of collecting the Federation's 33% "cut" of planetary production. During the Klingon crises of the late 2280s and early 2290s, the annual "visit from upstairs" ceased.

Illustration by Blake Beasley

Civilization

Starfleet's job was made still harder by the accidental loss of a Federation communicator during the *Enterprise* mission. The Iotians disassembled it and discovered the secret of the transtator, a key element in all Federation technology. Fortunately, Iotian materials science was not up to exploiting the discovery at first, although the Iotian global communications, computer, and encryption systems made gigantic leaps forward. Ivor Nyris, the inheritor of Oxmyx' position as planetary boss, kept his "north side" ahead of the technological curve and threw the former "Fed cut" into space science and research. By 2311, the Iotians had primitive ion drive systems and took advantage of the Romulan retreat into isolation to move into the power vacuum. Iotians picked up warp engines from Romulan wrecks, and began exploring and exploiting less-developed worlds. Although a few of the most die-hard, aggressive Iotians assemble gangs and try to move in on primitive planets as bosses, the standard Iotian operation involves smuggling (especially bootlegging Romulan ale into the Federation) and taking over organized crime rackets on other planets, since the Iotians know they are far from the top dogs in the Galaxy. (So far.) Over the last decades, the Iotian Outfit has encountered the Ferengi, the Orion Syndicate, and the Andorian *Vola Vrinia* (known colloquially as the "Andorian Mafia"); Iotia has hosted at least one interstellar gang summit. Starfleet Intelligence is torn between fears that the quadrant is about to erupt in gang warfare, and desire to "turn" the Iotian Outfit (which still loudly proclaims its pro-Federation patriotism to all and sundry) and exploit the Iotians' many underground contacts within Romulan space.

Places of Interest

The planetary capital, Chicago, is a close (though not exact) replica of the Earth city of Chicago circa 1928. It sits on an ocean, not a lake, and its river is much wider than Earth's Chicago River, but its buildings and streets are as accurate as Iotian devotion can make them. (Those Iotians who have visited Chicago on Earth almost always pronounce themselves disappointed, although Iotian smugglers—and forgers—do excellent business in genuine Chicago manhole covers, building cornices, and so on.) Against all odds, Iotia's artificial capital has actually succeeded in (more or less) unifying the planet, especially since every major Iotian clan has one or more wards in the city as its turf.

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065 321 989 555 077 067 151 H76 224 146367 858 11394

Illustration by Kieran Yanner

TALOS IV

PLANETARY PROFILE

PLANET NAME: TALOS IV
CLASS: M (SLOWLY BECOMING K)
MOONS OR RINGS: NONE
GRAVITY: 0.71 G
CLIMATE: THIN ATMOSPHERE, 28% HYDROSPHERE, COOL TEMPERATURE
DEMOGRAPHICS: A FEW HUNDRED SURVIVING TALOSIANS, ROUGHLY THE SAME NUMBER OF MENAGERIE CAPTIVES
CIVILIZATION: RAPIDLY DECLINING, DECADENT CULTURE DEPENDENT UPON ILLUSION; MAINTAINED BY TL 9 MACHINES; INCREASINGLY STATIC AND IRRELEVANT TECHNOCRACY
RESOURCES: NONE SAVE ILLUSIONS

Talos IV, a radioactive waste of a world, has the dubious distinction of being the sole recipient of a regulation death penalty—General Order Seven prohibits any and all contact with this world, upon pain of death.

Eras: In principle, Talos IV can be a mysterious enigma or subtle threat in series of any era. As far as Starfleet knows, however, Human contact with the planet began in 2236 with the crash of the *S.S. Columbia* there, and ended after the events of Christopher Pike's visit thirty years later. Traveling to Talos IV is the only capital offense in Starfleet regulations, which will cut down on some adventure possibilities, for Starfleet Crews at least.

Location

The Talos system is a binary system of Type K V orange main-sequence stars between Rigel and Altair, approximately 80 light-years from Vulcan. Talos IV is the fourth of eleven planets, and the only one in the system capable of supporting humanoid life.

Climate

Talos IV suffers from the aftereffects of a "nuclear winter" extended by its static-filled thin atmosphere. Dust storms can last for months, especially in the northern hemisphere. Even in the southern hemisphere, the greenish-gray skies are usually cloudy with dust. A few life forms survive on the surface, among them a fairly delicate-looking (but very resilient) chiming plant and a startling red flower.

Geography

The two dwindling Talosian seas rest in the middle of immense salt flats just below the equator. Caustic chemicals poison most of the drying rivers; mountains and chasms seemingly run in series latitudinally around the globe. The main surviving Talosian underground complex is on the edge of a salt flat on a high, stable tableland.

Civilization and History

Hundreds of thousands of years ago, Talosian civilization reached heights roughly equal, in many ways, to that of the Federation, with advanced metal alloys, force fields, fusion piles, and sophisticated machines for generating illusions (similar to holodeck technology). However, the Talosians failed to establish a workable social order, perhaps due to the coarsening of personal interactions caused by increased withdrawal into private, illusory fantasies. If the Talosians were psionic originally, they might have withdrawn into illusion as a respite from constant unwilling exposure to each others' thoughts. Be that as it may, without a common society, Talos IV erupted in a global atomic cataclysm, wrecking the planetary ecology and devastating Talosian civilization. The few survivors retreated to an underground cavern complex, where they took even more constant refuge in their illusion machines, avoiding the blighted and scarred surface of their planet. If Talos IV ever had a chance to recover, the survivors squandered it.

Constant use of the illusion devices left the Talosians utterly dependent on them to survive. They used these devices to develop illusion-creating powers on their own; their society now exists solely to nurture, maintain, and elaborate on their illusionary fantasy lives. The Talosians took to kidnapping members of other species in order to keep their illusions fresh and interesting, building a large menagerie of such subjects in their underground complex. In 2236, the Talosians lured the Federation science vessel *S.S. Columbia* into a crash-landing and obtained the Human girl Vina. In 2245, when the *U.S.S. Enterprise* arrived to investigate the crash, the Talosians attempted to kidnap Captain Christopher Pike to create a mated breeding pair and guarantee themselves a constant flow of Human-generated illusions. Captain Pike's stubbornness demonstrated the unsuitability of Humans for Talosian captivity, and they released him unharmed. Nonetheless, Starfleet immediately quarantined Talos IV; no ship may approach the planet on penalty of death. The sole exception, apparently, was the *U.S.S. Enterprise*'s return in 2266, when Commander Spock returned Fleet Captain Pike (against his will) to Talos IV to enjoy a life of illusion after a crippling accident. The ongoing quarantine causes Starfleet no end of trouble with Romulan spies, Ferengi prospectors, and others totally convinced that the Federation has something on Talos IV that it will kill to keep hidden. Worse

Illustration by Blake Beasley

THE TALOS ALTERNATIVE

Keep in mind that any or all of the knowledge that Starfleet, or anyone else for that matter, has of Talos IV could be completely untrue. The events of "The Menagerie" *[ST: TOS]* demonstrated that the Talosians have the ability to broadcast their illusions far off planet into passing starships, and can delude Starfleet officers with false log recordings, distorted sensor readings, and even illusionary fellow-crewmen! The record tapes from the *U.S.S. Enterprise's* first mission there in 2254 must reflect some of the data reflected in this entry, if only on automatic recordings from passive sensors. The mission logs were obviously sufficiently alarming to convince Starfleet to not only interdict Talos IV but also to make breaking the quarantine warrant a unique death sentence. However, they can hardly be trusted in their entirety given the possibility that Pike's crew may have altered them while under Talosian influence. Perhaps the Talosians manipulated the entire episode to gain an impenetrable space defense manned by Starfleet—and they still got Captain Pike back only twelve years later, with the active (and mutinous) cooperation of the *Enterprise's* most powerful psionic!

Unless the entire beam-down episode was also illusionary, Talos IV most likely has a Class-M surface, at least in places—but it might not! Talos IV might actually be a Class-K or Class-Y world like Excalbia made briefly habitable by Talosian technologies; Class-G and -H are unlikely given the planet's independently (and automatically) confirmable orbit and gravity. Talosians may have other powers kept out of the record by such tampering, and might be driven by entirely other sets of goals and needs than kidnapping Human "illusion generators." The Talosians may also have a different real appearance; they may be entirely non-humanoid crab creatures or even energy beings taking illusionary form to further disguise their purposes. If the Talosians are actually the decadent remnant of an illusion-saturated culture, even they might not know what their real forms are! A Narrator wanting to explore stories about truth, perception, and the nature of reality can mine the Talosian vein for powerful episodes or entire story arcs.

yet, Klingon agents attempted at least one kidnapping operation to capture Pike and drain him of the classified information he knew—other kidnapped aliens may have their own partisans or enemies hunting them down even now.

Places of Interest

The only place of immediate interest on Talos IV is the menagerie complex buried underneath a rocky outcropping in the northernmost salt flat. It contains kilometers of tunnels, a number of living pods for Talosians, and the immense machines that power the complex and keep the illusions at full strength. Archaeologists and xenopsychiatrists might find much of interest in the other ruined cities on Talos IV—assuming that rogue Talosians don't dwell there, ravenous for fresh minds.

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224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057 8242
787 040 787 916 761 535 915 L62 249 194426 919 89190 1310
065 321 989 555 077 067 151 H76 224 146367 858 11394 9129
736 468 001 498 548 876 223 N45 001 749854 411 00812 9923
676 224 146 367 937 927 03473 6732
224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057 8242
787 040 787 916 761 535 915 L62 249 194426 919 89190 1310
065 321 989 555 077 067 151 H76 224 146367 858 11394 9129

TANTALUS V

PLANETARY PROFILE

PLANET NAME: TANTALUS V
CLASS: L
MOONS OR RINGS: NONE
GRAVITY: 1.2 G
CLIMATE: STANDARD ATMOSPHERE; 68% HYDROSPHERE; COOL CLIMATE
DEMOGRAPHICS: 900 PRISONERS AND 300 STAFF; SWOLLEN TO 4,000 PRISONERS DURING THE DOMINION WAR
CIVILIZATION: PRISON FACILITY, TL 8, BUREAUCRATIC HIERARCHY UNDER A DIRECTOR
RESOURCES: NONE

ERAS: Tantalus V remains a Federation penal institution throughout all eras. Built roughly at the same time as Elba II (see pages 82-84), it serves similar purposes, as a rehabilitation institute from the 23rd and 24th centuries. Any kind of prison story, from heartfelt redemption to daring escape, can occur here.

LOCATION

Far out of the spacelanes in the Alpha Quadrant, Tantalus V orbits a Type G IV yellow subgiant star with a dim red dwarf companion. Isolation is its defense; it also traditionally draws a front-line starship for relief and resupply for reasons of security—it is a prison, after all.

CLIMATE

Although the planet is pleasant enough, its inconvenient distance make it impractical to fully settle using 23rd century technology. The water on Tantalus V has a strong alkaline content, and strips the digestive sheath of many humanoid species, creating a steady sensation of rawness and thirst. (Willpower test against TN 12 to resist continuous drinking of the local water; every gallon drunk does 1 point of damage to the throat.) More importantly, the food proteins on the world are all "left-handed" levoproteins. A humanoid escaping the colony somehow would be unable to metabolize the food on Tantalus V and would literally starve to death with a full stomach. Only on the hydrolyzed water and replicated food within the prison complex can humanoids survive despite the planet's seeming beneficence.

GEOGRAPHY

Tantalus V is mostly one large continent, Sisyphus, in the eastern hemisphere of the planet; several small islands dot the Ixian Ocean. The southeastern quarter or so of Sisyphus, the Phlegethon Uplands, is highly volcanic; the sulfur content of the atmosphere colors the sky yellow in that region rather than the pale blue-white seen elswhere on the world. The Tantalus V Penal Colony is located in a large, open steppe in Sisyphus' temperate zone—any escaping prisoner can be seen for kilometers by satellites and sensors in the prison.

CIVILIZATION

The Tantalus V Penal Colony follows the basic pattern of Federation prisons established and guided by the Central Bureau of Penology in Stockholm on Earth. This pattern sets goals and standards for every Federation prison from the Federation Penal Settlement in New Zealand to the Elba II facility. Prisons are not punishment centers; they exist to isolate, reform, and rehabilitate their inmates. The personal safety and security of prisoners from each other and from guards is of paramount importance to Federation jailers; similarly, prisoners are not to be allowed to run the facility from within. This much supervision requires a very large staff; Federation prisons average 4 prisoners per staffer, but some reach a 1 to 1 ratio. Tantalus V is a civilian institution; it is not under Starfleet jurisdiction, even when holding POWs. However, if there are a large number of enemy aliens interned in a Federation prison, the Central Bureau usually requests a Starfleet liaison officer to serve the prison as security or tactical director under the prison director.

HISTORY

In 2238, the Federation Central Bureau of Penology ordered Starfleet to establish a pilot prison colony; after a careful survey of targeted sectors, they settled on Tantalus V and began building in 2242. Dr. Xian Leung became the first director, and immediately set Tantalus V toward its goal of rehabilitation rather than punishment. Under his successor, Simon Van Gelder, conditions became even more generous; Starfleet officers often described Tantalus V as more like a resort than a prison. In 2264, Van Gelder invented the neural neutralizer, and attempted to use it in the therapeutic

Illustration by Kieran Yanner

and rehabilitative process. Unfortunately, using the still-experimental device drove Van Gelder insane, and his assistant, Dr. Tristan Adams, attempted to take control both of the neutralizer and the Tantalus colony in 2266 to further his own political and social goals. (For game rules for the neural neutralizer, please see page 67 of the *Starfleet Operations Manual*.) After Adams' death in a neutralizer mishap, Van Gelder returned to sanity and his position, but resigned due to continuing ill health in 2275.

Over the next two decades, Tantalus V held high-profile Klingon prisoners, primarily as bargaining chips in exchanges for political prisoners held in Klingon gulags. With the Khitomer Accords, all Klingon prisoners were repatriated to *Qo'noS* and Tantalus V became a simple prison again for the next six decades. Extremely dangerous prisoners went to Elba II, and although Tantalus V never returns to its "resort" status, its relaxed security made it possible for the occasional escape despite the obstacles. Tantalus V did hold Cardassian VIP prisoners during the Cardassian crises of the 2340s through the 2370s, in generally higher security areas, and Tzenkethi POWs during the Tzenkethi War of the 2360s. However, the real crunch came during the Dominion War, when the number of POWs overwhelmed available Federation space. Tantalus V wound up holding far more prisoners than its design specified, and numerous escapes, raids, and other crises kept the facility on a knife edge for the last two years of the War.

Places of Interest

The Tantalus V Penal Colony is the only place of particular interest on the planet. Its layout is a rough quadrangle, with the staff and security office in a tower at the north end. This building also holds the transporter pads, armory, fusion plant, weapons system controls, and other key systems. Access is only through force doors or pattern-keyed transporters. The water hydrolysis tanks run down the east side of the quadrangle, with self-contained pumping facilities and redundant filtering and decontamination systems. At the south end is the main prison dormitory; further dormitories run along the west side. This building also holds the prisoners' sickbay, library, and other common areas. The flat open area in the middle serves as a solar hydroponics shelter and sight-line. The prison colony is protected by a force shield identical to that over the Elba II facility (Protection Rating 20, Threshold 10, Reliability B) to prevent transporter use or any possible escape beyond its one-kilometer radius.

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Illustration by Blake Beasley

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TELLAR

PLANETARY PROFILE

PLANET NAME: TELLAR
CLASS: M
MOONS OR RINGS: ONE MOON
GRAVITY: 1.05 G
CLIMATE: 40% HYDROSPHERE (SURFACE), COOL TEMPERATURES
DEMOGRAPHICS: BILLIONS OF HUMANOID NATIVES
CIVILIZATION: AGGRESSIVE AND SCIENTIFC, TL 8, FEDERAL CONGRESS
RESOURCES: INDUSTRIAL MINERALS, PRECIOUS METALS, GEMSTONES, ADVANCED MANUFACTURED GOODS, BUILDING MATERIALS, SPRING WATER

91-75

Tellar is the homeworld of the Tellarites, one of the charter members of the Federation. Coping with the planet's unusual geology has molded the Tellarites into skilled engineers whose talents are admired throughout Alpha Quadrant. They have covered a substantial portion of the planet's surface with massive irrigation and hydroponics projects so that Tellar could support a large population.

Eras: Tellar already has warp travel during the 22nd century, and Tellarite freighters have regular contact with Humans and Vulcans. As the first signatory of the Articles of Federation, Tellar becomes a lynchpin of the UFP in that century, and remains a strong (and argumentative) member all through the 24th century.

Location

Tellar is the fourth planet in the Pangeos system, which is located in Alpha Quadrant.

Climate

Historically, Tellar has had an unusually dry and inactive climate for a Class M world. It's sunny most of the time at all latitudes. The light, dry atmosphere doesn't trap heat very well, so temperatures also remain cool year round. Very recently, however, scientists studying the planet's climate have noticed a slight overall warming and increase in precipitation. They have determined that massive irrigation projects have increased the amount of water that enters the atmosphere through evaporation, and that this seems to be stimulating Tellar's water cycle.

Geography

By Class M standards, water covers remarkably little of Tellar's surface. Its oceans are a nothing more than a handful of large inland seas. By volume, however, Tellar has just as much water as most Class M planets. Due to a quirk of the planet's geology, the continental shelf of its continents cantilevers over the ocean's surface, rather than slopes beneath it.

The lack of ocean surface means that relatively little water evaporates into the atmosphere to fall back to the surface as precipitation. This explains why Tellar's climate is so calm and dry. The planet's water cycle instead enacts a unique variation on Class M norms. Seawater flows through subterranean streams and percolates through the rock and collects inland in vast underground reservoirs. This process filters out salt and other impurities, leaving the water fresh.

Civilization

At first glance, the Tellarites were rather an unlikely candidate to become charter members of the United Federation of Planets, an organization dedicated above all to forging cooperation and respect between diverse races. They are a quick-tempered and impulsive race, and even their most skilled diplomats have a habit of speaking their minds with astonishing frankness. When the Tellar Ambassador Gav was assassinated while en route with other delegates to the Babel Conference in 2267, no one was terribly surprised.

Among themselves, however, Tellarites accept quarrelsome behavior simply as part of their

Illustration by Kieran Yanner

nature, and they rarely think anything of it. In fact, outside observers have marveled at how little strife there is in Tellarite society given how much they remonstrate and argue with each other. World government on Tellar consists of a congress of delegates representing the planet's traditional nation-states, and because there is no executive branch of government, all important matters are settled by simple majority vote by the delegates. Tellarite nature being what it is, no question ever comes to a vote without extensive debate before and even during the voting. These debates are usually loud, but never violent, and once a matter is settled all arguments are forgotten.

Tellarites are renowned throughout the Federation for their talent as engineers. They acquired their skills by necessity, having to drill deep into the ground for something as essential as fresh water. They constructed massive irrigation projects to increase the amount of arable land available to them, and later built vast hydroponic farms to augment their agricultural capacity and support large cities. The Tellarites also developed space travel at a relatively early point in their history.

Their engineering talents make the Tellarites skilled miners as well as builders. They can find industrial minerals, precious metals and even gemstones in ways and places that most Federation engineers couldn't even imagine. Tellar marble is a prized building material throughout Alpha Quadrant. Bottled Tellar drinking water is also a lucrative export commodity, as the process of filtering that water undergoes as it passes from the ocean to underground reservoirs gives it an unusually clean taste.

History

The Tellarites developed space travel relatively early in their history. By the turn of the 20th century they were using impulse-driven ships to explore and exploit most of the Pangeos system. In 1967, Garas, then an obscure designer working for the Tellar space exploration agency, developed the first Tellarite warp engine prototype. Ever since then, the Tellarites have kept a place on the cutting edge of Federation propulsion technology, a distinction in which they take just pride.

Their leap into interstellar travel brought them into contact with other starfaring races, and in 2161 Tellar became a charter member of the UFP. However, the Tellarites also found themselves at the center of one of the most serious diplomatic incidents in early Federation history. In 2267, the *Enterprise* was assigned to transport delegates to the Babel Conference. Ambassador Gav, who headed the Tellar delegation, was assassinated, and initial suspicion pointed to the Vulcan ambassador Sarek, with whom he had quarreled in public. A diplomatic crisis loomed, one that threatened to break up not only the Babel Conference, but perhaps even the Federation (imagine a blood feud between two charter UFP members, one notoriously hot-headed). The crew of the *Enterprise*, headed by Captain James Kirk, defused the crisis by revealing that an Orion Syndicate assassin had killed Gav in an effort to sabotage the conference.

Since then, Tellar has been an active and enthusiastic supporter of the Federation, anxious to make contact with other races, even though they may be quick to take umbrage at foreign ways. Recently, Ferengi visitors have periodically shown up on Tellar,

Illustration by Blake Beasley

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trying to recruit Tellarite mining specialists to help them search for new latinum deposits. Some of them are also convinced that vast deposits of the currency metal lie undiscovered on Tellar, and they use as many blandishments as they have at their disposal to convince the natives to give up their location. In truth, no such secret knowledge exists, because the Tellarites have never bothered to look for latinum. They themselves have little use for it, and they don't much like pushy little Ferengi trying to badger them into searching for it.

Tellarites also volunteered in large numbers to staff the repair sections of Federation starbases to work on Starfleet vessels damaged in the Dominion War.

Places of Interest

Eranas is the capital city of Tellar. The center of the city, known as the Old City, is enclosed by a massive fortified wall. It is a relic of the days when Eranas was the capital of the planet's largest nation-state and felt the need to defend itself from envious rivals. Tellar's seat of government, the Tellar Global Congress, is located here in the Old City.

Tellar's largest irrigation project, the Bilav Fields, is located just outside Eranas, but it is large enough to spill over the border into neighboring nations. Bilav Fields draws its water from a network of pipes that taps a large underground reservoir directly beneath it. Land irrigated by the project grows enough food to feed 100 million Tellarites, and they like to boast that it is large enough to be seen from space.

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Trill

Planetary Profile

Planet Name: Trill
Class: M
Moons or Rings: One moon
Gravity: 1.1 G
Climate: 70% hydrosphere (surface), warm temperatures
Demographics: Billions of humanoid natives
Civilization: Diplomatic and academic, TL 8, technocratic meritocracy
Resources: Metals and heavy ores, tourism, educational facilities

Located relatively near the heart of the Federation in the Alpha Quadrant, Trill is a geologically active planet with rather extreme climatology. The native Trill have performed minor modifications to their world in order to make it safer and cozier as a home, but overall the planet poses few natural hazards.

Eras: The Trill have a stable government and reasonable technology even in the 22nd century, and are in the interesting position of hearing about Starfleet and the Federation before meeting them. By the 23rd century, Trill travel throughout Federation space, although the rare symbiotic Trill remain indistinguishable from other Trill up until the mid-24th century. Visitors from various races are common on Trill throughout the 23rd and later centuries; before joining the Federation, the Trill remain on neutral-friendly terms and even play host to the occasional conference, interplanetary athletic event, or Romulan or Klingon diplomatic party.

Location

Trill lies in the Alpha Quadrant, within only a few days' journey from Earth at high warp. The planet orbits a binary star system—a dim white dwarf and a bright blue dwarf. As the sixth planet in the system,

Illustration by Kieran Yanner

Trill lies far enough away from its primaries to avoid excessive radiation or gravitic turbulence. In the 24th century, Starfleet has established a starbase in orbit around the ninth (and last) planet in the system for system defense.

Climate

Thanks to a strong axial tilt and pair of primary stars, Trill experiences frequent weather changes and warm, tropical weather. The Trill maintain a simple weather control system in place to influence disastrous storm fronts or disperse sudden dangerous weather, but generally prefer to leave the weather to its natural course.

A combination of algae and unusual salts gives Trill's oceans a pleasant purple color.

Geography

Due to its tectonic instability, Trill experiences occasional quakes and plate shifts, although volcanic activity is rare (the planet has a relatively cool core). As a result, the planet tends to have stark mountains and hilly terrain, but these all erode quickly under the onslaught of the changeable weather. The Trill themselves use a system of tectonic sensors and release stelae to help keep the quakes manageable in populated areas.

Most of the planet sprouts tremendous, green forests; under the canopies, the warm weather and winds are a bit more tolerable. At the poles, though, the planet still boasts permafrost icecaps. Thanks to the quakes, cave complexes are common among the mountains.

Civilization

The Trill have a civilization marked by a decided lack of conflict. The combination of environment taking off population pressures, crossed with the stabilizing influence of the peaceful symbionts, helped to make the Trill into intellectuals instead of warriors. Their war was not to subdue other cultures for resources, but rather to tame the environment.

By the 22nd century, Trill had largely tamed their world, and engaged in rudimentary space travel and contacts with other cultures through subspace radio. The close of the 22nd century saw the Trill invention of warp drive, and by the 23rd century Trill warp engines were on par with most Starfleet designs; Trill travelers became a common sight throughout the Alpha Quadrant, although their symbionts remained secret and the Trill had little desire to colonize or conquer other worlds.

History

Two major factors contributed to the rise of Trill technology: the memories of symbionts, and easy access to ores and heavy metals. The symbionts could communicate with the Trill through Joining, although the ways and means of the first Joining remain shrouded in secrecy by the Trill symbiosis commission. Symbionts passed from host to host but retained their memories and friendships, and kept Trill society centered on a long-term view. Geologically, the planet's heavy tectonic activity led to the formation of quake-caverns and eroded tunnels, through which the Trill could easily gain access to deposits of iron, aluminum, and other useful metals. The combination of the two factors led to the rapid rise of technology.

Illustration by Blake Beasley

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As Trill society grew, their governments adopted a system influenced by the symbionts. The symbiont populations grew much more slowly than the Trill humanoid populations, so many Trill competed to have the right qualifications to be selected as a host. This general competitiveness showed through academic achievement and philosophical development—the symbionts made it clear that they would reject violent individuals who tried to become hosts by force. As a result, all Trill civilization stressed a high level of education and ethical personal responsibility. By the time they'd covered all of their planet's landmasses, the Trill already had a unified world government, a meritocracy run through systems of examinations and scientific appointments. This system was well in place by the time the Trill met the Federation, but matters were still cool between the two powers. Trill valued their independence and their position as a neutral party. Over the exchange of several decades, though, it became clear that the Federation stood for the same high values that the Trill society encouraged—and that the members of the Federation had embraced those values due to long years of struggle and learning, having worked hard to establish what came naturally to Trill culture. Eventually, the Trill applied for and received Federation membership in one of the fastest turnaround times from application to completion.

Places of Interest

Outside visitors almost never visit the cave complexes where the symbionts reside, but on rare occasions a science or medical team will gain permission from the Symbiosis Commission to perform examinations. On rare occasions a disaster may require investigation (such as a joined Trill in Starfleet needing to commune with other symbionts about some hidden event in the past), and in such circumstances an outsider might gain a rare glimpse at the milky pools amid the crested outcroppings where the symbionts swim and play when they are not Joined.

Visiting engineers (especially Tellarites) almost always take a trip to the central mining operations ringing the planet's equatorial mountains. The Trill advances in tectonics, while stark and functional, are also scientifically impressive. Tremendous hydraulic stelae allow plate shifting without creating massive upheavals, and narrow vents release the toxic gases or magma from underground pressure. While such mining is a difficult venture, it also shows off the Trill appreciation for protection of life as well as their superlative scientific design.

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TRISKELION

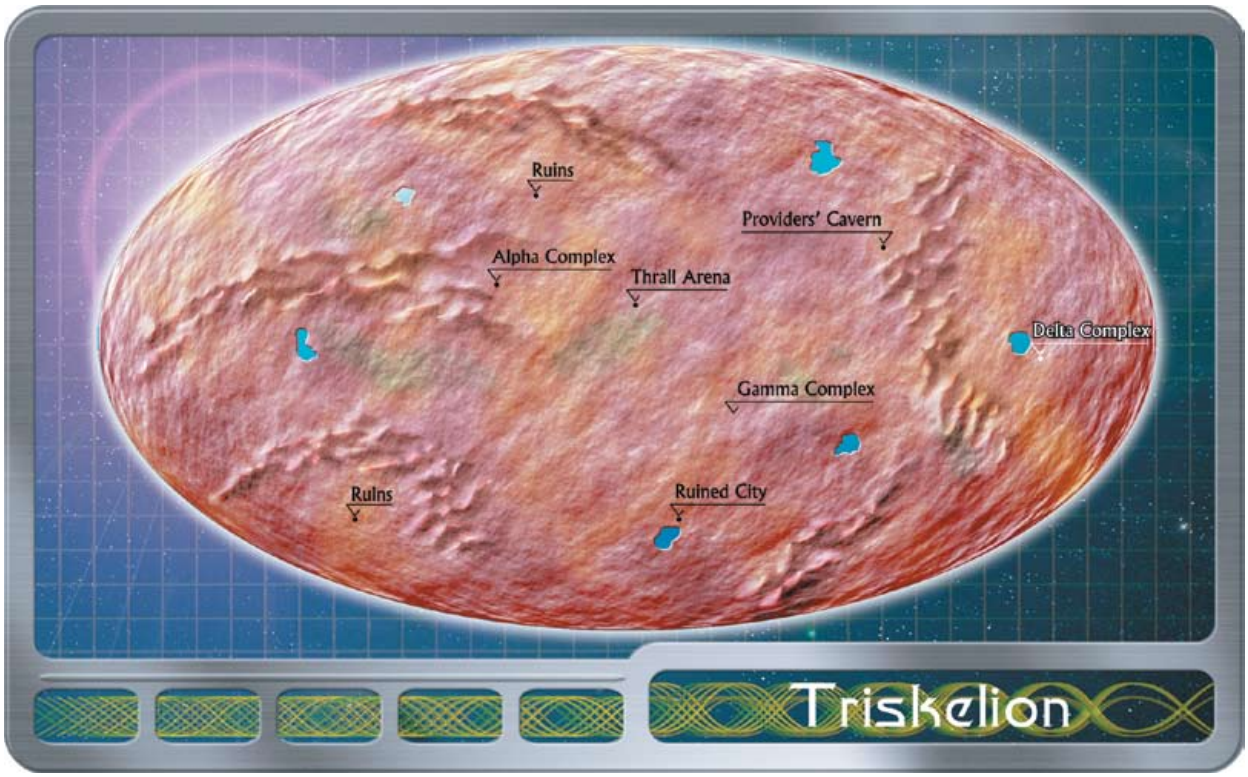
PLANETARY PROFILE

PLANET NAME: TRISKELION
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.2 G
CLIMATE: STANDARD, 5% HYDROSPHERE, WARM TEMPERATURE
DEMOGRAPHICS: TENS OF THOUSANDS OF THRALLS
CIVILIZATION: ARROGANT MONARCHY, TL10
RESOURCES: TRAINED WARRIORS

There are many races in the galaxy who have evolved into higher beings, refining their powers of perception and mental abilities far beyond the comprehension of humanity or other such races. Some, like the Organians, become beings of pacifism and peace, using their evolution to better themselves. Others simply become bored. For the Gamesters of Triskelion, that boredom affected the fate of sentient beings across the galaxy, brought to Triskelion and forced to fight for the amusement of their Providers.

Eras: The Providers are pulling new thralls from across the galaxy during the 22nd century, and characters could easily be among them. Escaping from Triskelion would be very difficult, and making their way back across the galaxy to familiar space would be an odyssey. After Captain Kirk's final wager with the Providers, the Thralls need to be taught to govern themselves and make their way into the Galaxy. The Providers might well pull teachers from across the galaxy the same way they once pulled Thralls. By the 24th century, the former Thralls of the Providers, having had over a hundred years of training, begin to take their first steps into the galaxy under their own power. First Contact with the Federation might be colored by the oversight of the Providers, however.

Illustration by Kieran Yanner



Location

Triskelion is the only planet orbiting the primary star in the N24-Alpha trinary star system, approximately 11.63 light years from Gamma II in an otherwise unpopulated sector. It seems unlikely that a Class M planet would evolve as the only planet in such a system, which suggests that the Providers moved Triskelion into orbit around N24-Alpha through either technology or the power of their mental abilities. This may also explain the odd ruins found on the planet's surface; perhaps the planet had been abandoned, or even the original homeworld of the Providers, and the forces that moved the planet to the new star system laid waste to any structures on the surface.

Climate

Triskelion's climate is managed and controlled. There is little vegetation on the world, and few weather effects. There are no major bodies of water or weather effects. The days are always dark and grey, the evenings always clear, with stars appearing in the sky. Without agriculture or industry, there is little need for the cycles of weather, and the Providers seem to have arranged for that. As the thralls are taught to govern and fend for themselves, the Providers have nurtured a more natural cycle including rainfall, either unlocking long-hidden water or generating their own.

Geography

Triskelion is rocky and mountainous. The few plants that survive—some trees and bushes and the like—survive from the moisture in the air rather than rainfall. Rather than construct shelters and buildings, the Providers hollowed out caves in the mountains for their herds of thralls to live.

Civilization

Before the freeing and educating of the Thralls, it would be hard to call Triskelion's population civilized at all. The three Providers—three disembodied brains, saturated with energy and having their own distinct color of yellow, green or red—were clearly part of a civilized world once, but after their evolutionary leap they have left such trappings behind. As for the thralls—sentient beings kidnapped from around the galaxy and brought to Triskelion for the games, as well as their descendents—they live an existence not unlike domesticated animals bred to fight.

Thralls are owned by the three Providers, and each wears a collar marking them with their Provider's color. The Providers feed, clothe and shelter their thralls, which they organize into herds. They breed the thralls together with all the dispassion of a dog breeder raising greyhounds for racing. They train them in physical endurance and combat, teaching them to fight. Thralls are educated, but only at the barest minimum required for communication and training. They are never taught concepts that might distract the thralls or make them discontent.

To keep the thralls in line, the Providers have them wear silver collars with lights on them. When a thrall disobeys, then the thrall master, a being named Galt who might be an artificial construct, activates the collar, giving the thrall extreme pain. Other negative and positive reinforcements are used, such as tying a thrall up and letting the others attack him as a practice dummy, or punishing a thrall's friends, or

Illustration by Blake Beasley

rewarding thralls with breeding partners or food. It is a very simple, very brutal form of training… and is all too effective. Nausicaans and Andorians—two of the more warlike and spirited races in Federation space—have been successfully broken and trained by the Providers' methods.

All of these efforts are all turned to a single purpose: the games. Athletic competition between lower life forms is the only stimulation that appeals to the Providers, who lack purpose in their power and immortality. These games take many forms—races, sporting events, tests of endurance—but the most stimulating of games involve combat. This combat is usually not lethal; the Providers have no desire to deplete their herds needlessly. But violence stimulates the Providers greatly, and sometimes lethal games are the only ones that will do.

The Providers keep track of their progress by wagering quatloos. The quatloo was the basic unit of currency back on the Providers' homeworld, but now it only exists to track their scores and regulate how many thralls can be vended—purchased—to any one Provider at a time. As there are three Providers, there is tremendous symbolic value for the number three. Thrall architecture is based on triangles and other symbols of the number three. Even the name of the world—triskelion—refers to the number three, being a latin word for a symbol with three branches or arms emerging from it.

The Providers have tremendous mental power, but it is filtered through technological means and reinforced by a powerful energy source. The Providers themselves exist in a chamber by their power source, over one thousand meters below the surface. Rather than visit pain on their thralls directly, they use Galt, who in turn uses the collars. Even though the Providers are capable of instantaneously transporting matter across at least dozens and perhaps hundreds of light years, they do not seem to possess telekinesis or any other means of manipulating their environment directly. One assumes that the perfect, eternal climate of Triskelion is maintained by other hidden machinery on the planet's surface.

History

Who can tell how long the Providers have been on Triskelion, or how long the world has been in orbit around its star. Clearly, the Providers have been training the thralls, building their herds and refining their wagers for centuries. But as for where they come from or how they came to this world, very little is known.

One tantalizing clue to the Providers' past are the occasional ruins found on the surface of Triskelion. Only a few spires or walls remain, but it seems likely that once whole cities stood where now there are only rocky plains. If this was the Providers' homeworld, they are clearly not nostalgic beings. The evidence seems to suggest that Triskelion was physically moved or transported to this star system, and tailored to the Providers' needs.

One thing is certain. The Providers have been collecting their species of thralls recently, as well as in the distant past. At least one Andorian thrall has been seen in typical Andorian garb, suggesting recent collection and breaking.

The games of the Providers continued unabated until 2268, when three new thralls were collected. These thralls were Captain James T. Kirk, Ensign Pavel Chekov and Lieutenant Uhura of the *U.S.S. Enterprise*, who had been beaming down to the planet Gamma II when the Providers collected them. They quickly were subdued and fitted with the punishment collars of thralls. Drill thralls—trainers for new thralls—were assigned to them, and their training as thralls was begun.

Captain Kirk immediately turned his efforts to protecting his crew, including taking punishments on his crew's behalf and seducing his drill thrall. After intriguing, amusing and angering his captors, he finally was brought face to face with the Providers. There, he challenged the Providers to a wager: if their thralls beat him in combat, the *Enterprise's* crew would willingly become thralls. If he won, the thralls of Triskelion would be set free, and the Providers would turn their energies to training and educating them.

Needless to say, Captain Kirk won, and the Providers lived up to their end of the bargain, beginning the long process of teaching the thralls to govern themselves and remaking Triskelion's environment to support agriculture.

Places of Interest

The most interesting place on Triskelion is the chamber where the Providers reside. Their power source, capable of moving whole planets, reshaping climates and mountains, and safely transporting living beings across dozens of light years, is found here, as is the core of their technology. Obviously, their technology would interest any number of characters.

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TURKANA IV

PLANETARY PROFILE
PLANET NAME: TURKANA IV
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.0 G
CLIMATE: STANDARD ATMOSPHERE, 40% HYDROSPHERE (NOTE THE MAJORITY OF THE WATER IS CONCEALED BY RAINFORESTS AND SWAMPLAND), WARM TEMPERATURES
DEMOGRAPHICS: TENS OF THOUSANDS OF FORMER COLONISTS
CIVILIZATION: ANARCHY AND DESPOTISMS, TL6
RESOURCES: METALS AND MINERAL RESOURCES

Once a colony world of Earth and the Federation, Turkana IV has had a bloody history of strife, civil war, anarchy and despotism. It stands as a harsh example of the fragility of civilization, and the bloody world of its absence.

Eras: The Turkana IV colony was founded in the 23rd century, and grew without incident for decades, until the beginning of the fall of Turkana IV in 2337. Turkana IV's government has long fallen by the mid-23rd century. Refugees who want a better life still flee the world during this time, often needing the help of outsiders. Turkana IV's chaos and anarchy make it a prime target for the Orion Syndicate, Ferengi renegades, and even the Maquis to set up either bases or illicit trade.

Location

Turkana IV is the fourth planet of seven in orbit around Turkana, an orange star approximately fifty light years from the Cardassian Demilitarized Zone.

Climate

The relative lack of large oceans on Turkana IV doesn't mean there isn't a great amount of water on this planet. There is a tremendous amount of vegetation—rainforests cover 40% of the planet, and large stretches of wetlands and swamps stretch over much of the rest of the surface. This contributes to the monsoon seasons which drench different regions of Turkana IV at different times of the year.

Geography

Turkana IV is a world of prairies and wilderness. The planet has unusually high amounts of iron ore, giving the planet a distinctive reddish appearance, contrasted with the green of vegetation. There are four seas on the planet, along with an interconnected series of rivers which makes it possible for a sailor to travel to every major sea by boat. There are heavy monsoons along the equatorial regions, and a rainy season even in the more temperate regions that lasts four months of the year. The planet has excellent mineral resources, which attracted the original colonists to this world.

Civilization

There was one major city on Turkana IV's surface before the collapse. The city—simply called Turkana City—held hundreds of thousands of colonists at its peak. After the destabilization of the planet, followed by its governments' collapse, a long period of anarchy settled over Turkana City and her people. During this time, small packs and gangs began to form. They called themselves cadres, and began carving Turkana City up between them. Eventually, as the former colonists abandoned the surface for the tunnels beneath, two cadres became dominant. These are the Alliance and the Coalition, and each controls half the remnants of the city.

The cadres are both organized along despotic lines. A single commander controls his cadre, with hand picked lieutenants enforcing his will down the line. Betrayal or insubordination are treated harshly—much to the amusement of the other cadre members.

By now, the cadres would have destroyed all of Turkana IV, except that one of the last acts of the former government remains in force. Each member of a cadre has a proximity detector implanted in their chests, under the skin. When oppositely aligned proximity detectors come within thirty meters of one another, they light up with a bright light, visible through the skin—yellow for the Alliance, green for the coalition—and let each side know their enemies are nearby. This tactical balance between the cadres has kept the two factions from exploding into all out war. It is nigh impossible for a major offensive to be prepared without setting off the proximity detectors of the other side. If someone removes a proximity detector from their body, a micro-detonator explodes as soon as the detector comes in contact with the air.

Illustration by Kieran Yanner

It's said that when a person joins a cadre, they join for life. As a result, the cadres constantly joust with one another, stealing supplies and creature comforts from one another. Caught in between them are the unaffiliated descendents of the colonists. Without rights, without hope, living in an eternal combat zone, these people survive any way they can. As a result, no one does anything for anyone else unless they have something to gain from it.

By the late 2360's, Turkana City is no longer habitable. The inhabitants instead moved into the tunnels and mines below the city, to better protect themselves and hide from their enemies.

History

Turkana IV was colonized in 2297. At that time, it was felt that Turkana IV would be a moderately standard industrial colony. In the beginning, a simple Colony Leader's office, along with some town selectmen, were able to do what little governance is necessary. Most of the work was shared, including the construction of mines and tunnels below the city—both to extract minerals and ores for continued growth and development, and to provide some shelter from the monsoon season before the permanent city was established. As Turkana City rapidly grew, the local government made its first mistake. Despite the recommendation of some Federation observers, they did not change the form of their government, instead running the larger city with the same light hand and lack of control that the original settlement had.

However, what worked well when every colonist knew every other colonist became unwieldy when the colony numbered in the tens of thousands. Coalitions of miners, industrialists, workers and homesteaders began banding together, to exploit new resources as they came up. Attempts to strengthen Turkana City's government failed, as the individual groups—already called cadres—refused to support the measures. In 2337—with hundreds of thousands of colonists now living on Turkana IV and rival factions growing less and less patient with each other—the government began to collapse. Large sections of Turkana City became no man's land, with rape gangs, thieves and thrillseekers preying on the colonists trapped in those sections. 2337 was also the year Natasha "Tasha" Yar was born, followed by her sister Ishara in 2342. At six years old, Tasha Yar watched her parents killed by a fight between two cadres. This caused Yar to hate the cadres for the rest of her tragically short life.

In 2352, with chaos reigning in the streets, the remains of the Colony Government gave official police powers to the two most powerful Cadres—the Alliance and the Coalition—and charged them with getting control of the remains of Turkana City. When the remaining Federation delegation to the beleaguered colony protested, the government expelled them, ending all diplomatic ties to the Federation. Tasha Yar, then fifteen, managed to escape from Turkana IV with the departing diplomats. She tried to convince Ishara to go with her, but unlike Tasha Ishara had embraced the cadres, joining the Coalition.

In 2367, the Federation Freighter *Argos* had a warp core containment failure. They were able to make an emergency orbit around Turkana IV, and escaped in an escape pod before the destruction of their ship. The *U.S.S. Enterprise*-D responded to the distress call, and made contact with the Coalition in an effort to secure

Illustration by Blake Beasley

the captured officers. However, the Alliance was the cadre that captured them. The *Enterprise* crew had to enter a tenuous partnership with the Coalition, in hopes of getting the officers back.

This partnership was both facilitated and complicated by Ishara Yar. Her sister, Tasha, had become the Chief Security Officer on board the *Enterprise* before her untimely death in 2364. Ishara Yar played on the friendships and emotional bonds her sister had forged with the *Enterprise*, ultimately helping them rescue the officers but attempting to destroy the Alliance's early warning detection grid in the process, so that the Coalition could sweep in and destroy their enemies. The *Enterprise* crew foiled this plot, and returned Ishara Yar to the Alliance.

Places of Interest

The Alliance and the Coalition control most of the remaining resources in the failed colony. Some forays into the thick forests surrounding the city are necessary, to hunt for food and gather natural supplies. These hunting grounds are the only places where the former colonists still venture above ground. In the tunnels beneath the surface, the cadres control all the main thoroughfares and access tunnels. Characters who might have a mission in these tunnels would need a guide versed in the back tunnels to get anywhere.

224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057
767 040 767 916 761 535 915 L62 249 194426 919 89190
065 321 989 555 077 067 151 H76 224 146367 858 11394

TYCHO IV

PLANETARY PROFILE
PLANET NAME: TYCHO IV
CLASS: K (FORMERLY M)
MOONS OR RINGS: NONE
GRAVITY: 1.3 G
CLIMATE: THIN, 30% HYDROSPHERE, COLD
DEMOGRAPHICS: N/A
CIVILIZATION: N/A
RESOURCES: RARE MINERALS

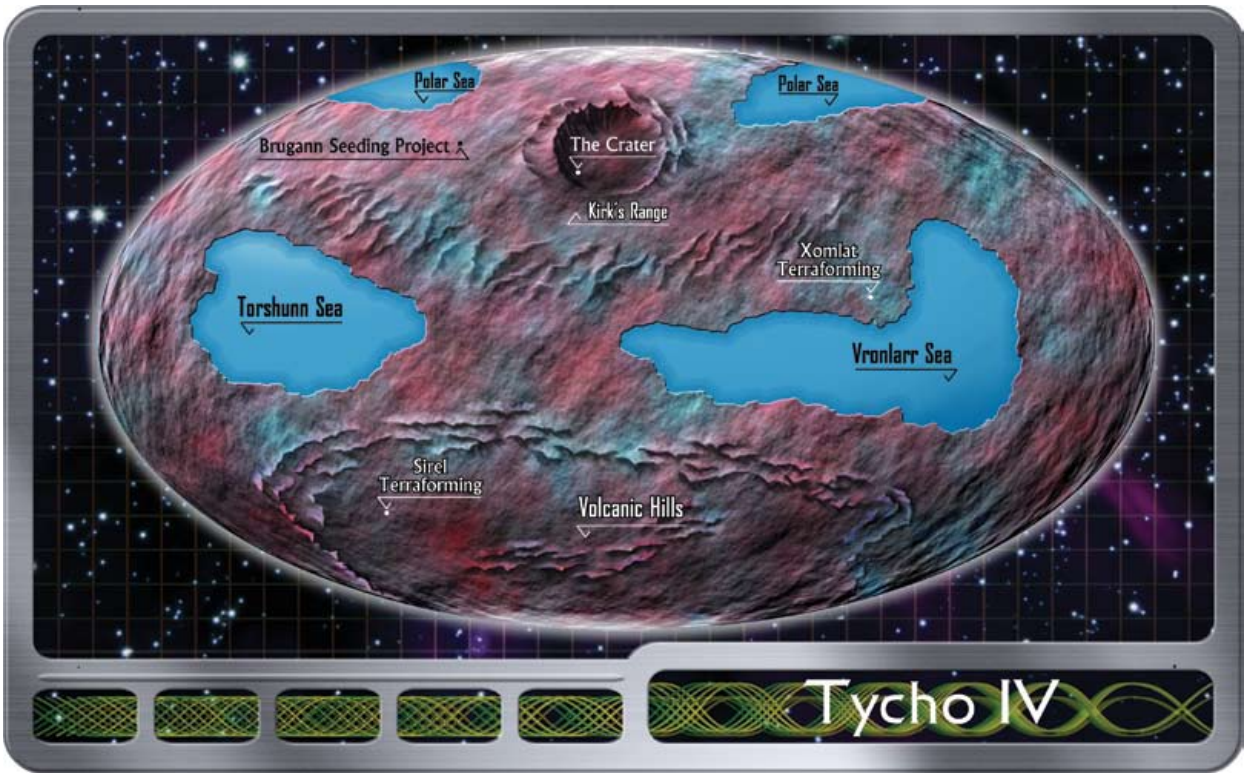
The breeding ground for both a destructive, blood-consuming creature and for an obsession that nearly destroyed James Kirk and the *U.S.S. Enterprise*, Tycho IV is a world whose biosphere was devastated in the name of security… and revenge.

Eras: Tycho IV was quarantined after the disaster on the *U.S.S. Farragut*. After the Constitution-class *Enterprise* tracked the dikironium cloud creature back to its breeding grounds on Tycho IV, destroying the planet's biosphere along with the creature, the Federation sent probes and teams to study the area and scan for any other dikironium cloud creatures that might be in the area. Serious efforts to rehabilitate and repair the atmosphere and biosphere of Tycho IV had begun by the 24th century, as the Federation took responsibility for the destruction of an inhabitable world and sought to clean up its mess.

Location

Tycho IV is the fourth planet of seven orbiting a red dwarf star in Sector 004. It is in a sparsely populated sector, which contributed to the relatively late star-mapping performed in this sector, despite itself relative proximity to the Federation Core.

Illustrations by Kieran Yanner



Climate

Once, Tycho IV was an unsullied Class-M world, with a good percentage of ground water, well moderated temperature and an oxygen-nitogen atmosphere. This had led to teeming life, which the dikironium cloud creature fed on. After the destruction of the creature with an antimatter bomb, a huge mass of the planet's atmosphere had been blown away, and millions of tons of rock was vaporized, releasing dozens of elements and compounds into the remaining air. As a result, the planetary biosphere has almost completely become uninhabitable, and special equipment is needed to breath. Storms sweep over the surface of the planet on a regular basis, though characters in environmental suits can operate on Tycho IV without difficulty.

Geography

Before the destruction of the dikironium cloud creature, Tycho IV was a beautiful world of 60% water, and sloping plains and beautiful valleys. The antimatter bomb has changed all that, shifting tectonic plates, severely damaging the atmosphere, and blasting enough atmospheric mass to reduce atmospheric density. In the years since then the water on the planet has been slowly vaporizing and escaping into space. If significant terraforming does not take place soon, the water needed to restore Tycho IV to a living world will be lost.

Civilization

The only life possibly considered advanced on Tycho IV was the dikironium cloud creature. Evolving from dikironium mists that clung to certain volcanic vents along the southern continent of the planet, the creature was one of the rare examples of non-corporeal life in the galaxy. The dikironium cloud creature was amorphous, acting almost like an amoeba in movements. However, it also had the ability to selectively displace itself in space/time, rendering it immune to physical and energy attacks. Attracted specifically to iron based blood, the dikironium cloud creature grew to crave the taste of humanity following its encounter with the *U.S.S. Farragut*. It was in observation of the warp-drive capable craft that the creature first learned it could manipulate space/time and move faster than the speed of light. This made the creature's threat far greater. If the dikironium cloud creature absorbed enough blood to subdivide, its descendents could swarm over populated worlds, laying waste to whole sectors of the galaxy.

History

Tycho IV was an obscure, uninhabited Class M planet. Its most distinctive and interesting feature were southerly volcanoes which vented plumes of the highly rare dikironium gas. It was in those plumes that the dikironium cloud creature evolved.

Largely composed of iron, though the iron was chained similarly to carbon molecules, the creature needed a ready source of iron to grow and multiply. Unable to feed on iron ore in nature, the creature found what it needed in the blood of other native fauna of Tycho IV. It likely would have continued to fill a niche on Tycho IV, but for a chance encounter with an even richer source of iron based blood: mankind.

In 2257, the *U.S.S. Farragut*, under the command of Captain Garrovick, entered orbit around Tycho IV to conduct planetary surveys. Landing parties began surveying the planet surface while the ship orbited. The iron-blood-rich humans—possessed of a higher grade

Illustration by Blake Beasley

of the nutrients the cloud needed—attracted the cloud, which attacked one of the landing party. The survivors of the attack reported a sickly-sweet honey smell just before the cloud descended. After recalling the crew, the *Farragut* broke orbit to leave Tycho IV and report its findings, only to have the dikironium cloud creature leave Tycho IV's surface for the first time and attack the ship. In the attack, a still green Lieutenant James T. Kirk panicked, hesitating for a split-second and missing the creature with the *Farragut's* main phasers. The creature invaded the *Farragut*, killing 200 crew members before withdrawing. Captain Garrovick was among the casualties, and Lieutenant Kirk was traumatized with horror and guilt over the incident.

In 2268, James Kirk—now Captain, and in command of the *U.S.S. Enterprise*—encountered the dikironium cloud creature for a second time. This time, it was on Argus X, and Captain Garrovick's son, Ensign Garrovick, was among the landing party who was attacked by the creature. After Garrovick hesitated in firing and casualties were incurred, Captain Kirk began an obsessive pursuit of the creature, ignoring duty and friendship alike. It was in a later firefight that it was discovered that the *Enterprise's* weapons could not affect the cloud, and opened the ship to attack by the cloud. Fortunately, the first crewmember encountered by the creature was Commander Spock, whose copper-based blood drove the creature off.

Realizing that neither his own hesitation on the *Farragut* nor Garrovick's hesitation on Argus X made any difference to the result, Captain Kirk was able to put his guilt and trauma behind him. Examining the situation rationally, Kirk decided the only attack that could possibly stop the dikironium cloud creature before it reproduced would be a charge of antimatter. Baiting an antimatter bomb with blood and with themselves, the pair lured the dikironium cloud creature to the immediate area, and detonated the device as the cloud settled over it. The explosion destroyed the creature, but also laid waste to Tycho IV and catastrophically damaged its atmosphere.

While Captain Kirk's actions were exonerated by the Board of Inquiry, due to the devastating potential of the creature, the Federation took responsibility for the ecological catastrophe left behind. Terraforming and environmental teams have since been working to both preserve Tycho IV's biodiversity on other worlds, and to repair the shattered ecosystem of Tycho IV, with the hope that one day it will be green again.

Places of Interest

Most interesting places on Tycho IV are terraforming stations or seeding projects, attempting to cleanse the atmosphere, regenerate the biosphere and restore Tycho IV. There are also the volcanic vents on the southern continent. Dikironium continues to vent naturally there, and it is not known if any other dikironium based life forms have evolved… or what their feeding habits might be.

Illustration by Kieran Yanner

TZENKETH

PLANETARY PROFILE

PLANET NAME: TZENKETH
CLASS: M
MOONS OR RINGS: RINGS
GRAVITY: 1.3 G
CLIMATE: STANDARD ATMOSPHERE, 75% HYDROSPHERE, COOL TEMPERATURE
DEMOGRAPHICS: BILLIONS OF NATIVES
CIVILIZATION: CLAN-BASED DEMOCRACY, TL8 (TL9 WEAPONS TECHNOLOGY)
RESOURCES: SKILLED SPECIALISTS AND ORGANIZERS, ADVANCED WEAPONS TECHOLOGY

The homeworld of a sector of space dominated by a proud race, Tzenketh has had hostile relations with the Federation in the past, including a period of war, but remains a near-mystery to much of the Alpha Quadrant.

Eras: While generally unknown before the 24th century, the Tzenkethi first contact could likely have taken place late in the 23rd century, with potentially violent results. The Tzenkethi enter war with the Federation in the mid-24th century, and tensions remain high between powers for some time. Tzenkethi could easily be a threat… or an ally… in any given situation. The Tzenkethi are a wild card in the war for the Alpha Quadrant. Having no ties to any other power, the Tzenkethi would be in an ideal position to emulate the Breen and ally with the Dominion during the war. At the same time, they could easily balance the Breen threat if they could be convinced to join the Alpha Quadrant forces.

Location

Tzenketh is the sixth world of fifteen orbiting an orange star. It is the centerpiece of the Tzenkethi sec-

tor, a sector of space dominated by Tzenkethi worlds and affiliated planets. The Tzenkethi Sector abuts the Bajoran sector and Cardassian space, on the opposite side of these sectors from Ferengi space. Beyond Tzenkethi space is unexplored territory in the Alpha Quadrant; territory Starfleet would dearly like to be able to begin mapping.

Climate

Tzenketh is a somewhat cool world, though not truly cold. Certainly, its polar regions are bitterly cold, and the ice caps extend several latitudes further than on many planets, but there are still broad temperate ranges where agriculture and habitation have flourished.

Geography

Tzenketh is a beautiful world, three quarters water, with eight continents spread over the surface of the world. The Tzenkethi evolved to sentience on the continent of Tnectish, several hundred miles to the south of the northernmost continent on Tzenketh. Said northerly continent is marked by iron-red mountain ranges extending as high as three miles in the air along the northernmost continent. This range—called the Tfenpthi, or Crown Mountains—formed the centerpiece of Tzenkethi spirituality. Looking to the north, the primitive Tzenkethi saw a crown on the horizon, out of reach but always to be strived for.

Civilization

The Tzenkethi are a proud, noble race, spreading to the stars like wolves expanding their territory. While not innately warlike, the Tzenkethi are fiercely territorial, and protect their space diligently, preferring that other galactic powers not even cross through it. Tzenkethi are shorter than humans, but very wiry. They have manelike hair sweeping back along their backs, and dark brown, tan or mustard colored skin. Their eyes resemble cat eyes.

Tzenkethi bear 2-3 children per pregnancy, on average, but two out of three children born to Tzenkethi are female. As a result, upon reaching maturity, the Tzenkethi form a family group called a tzeu. Each tzeu centers on a single male and several female Tzenkethi. Male Tzenkethi are physically weaker and less robust, but organize the activities of the tzeu as a whole, as well as caring for the children after baby Tzenkethi wean. The women of the tzeu are the warriors, the workers and the doers of society. Tzeui do all things collectively. Individual Tzenkethi do not take jobs or serve aboard starships. Instead, entire groups of tzeui join new endeavors or organizations together. Their workplaces become their homes, their territory, and the source of their pride. Education is equal for both sexes, and authority is vested in a tzeu, not an individual. Each tzeu makes its decisions based on the type of choice being made and the expertise of their Tzenkethi members.

Tzenkethi have technology on a par with the Federation or Romulans. They use disruptor style weaponry and were the first race in the Alpha Quadrant to have quantum torpedo technology. This advantage helped level the playing field during the Federation/Tzenkethi war. However, their life sciences technology has lagged behind, in part because of their natural rapid healing. The prospect of improved medical technology opened the door to negotiations for peace with the Federation.

Illustration by Blake Beasley

Tzenkethi females—far more likely to be generally encountered—have species adjustments of +1 vitality, +1 agility, –1 intellect, –1 perception. Tzenkethi males have Species adjustments of +1 agility, +1 intellect, –1 vitality, –1 strength. All Tzenkethi have the species abilities of Bonus Edge: Rapid Healing and Bonus Edge: Confident. Males also possess Bonus Edge: Coordinator. Females possess Bonus Edge: Alert. Tzenkethi use proper names, as well as a family name joined to 'tseu' to represent their home tseu. So, a typical male might be named Shenti Fep'tseu, and he may have two wives named Eshti Fep'tseu and Bethti Fep'tseu.

History

The Tzenkethi began to expand into space in 2002, having developed early warp drive. However, the racial tendency to expand into and claim new territory proved to be a governor on Tzenkethi expansion and exploration. The Tzenkethi only expanded out to find what territory it could hold, never overextending themselves. As a result, they were largely unknown to other galactic powers. They did come across some pre-warp civilizations in their sector of space. Most of these civilizations joined with the Tzenkethi willingly enough, given the technological superiority of the Tzenkethi.

The first major power the Tzenkethi encountered were the Cardassians, in 2107, followed by the Bajorans in 2114. Recognizing that these races had territory of their own, the Tzenkethi fortified their territorial borders, but put their expansion and exploration into other directions. Though there were some incidents, particularly in the 23rd century, when a ten year Tzenkethi/Cardassian war was fought, the Tzenkethi had a moderately peaceful expansion into space.

This changed in 2353, when *U.S.S. Rickover* penetrated deeply into Tzenkethi territory without realizing what they were doing. The Tzenkethi overreacted to this seeming invasion of their territory, striking at the *Rickover* with three escort vessels, in an effort to drive it from their territory. The *Rickover* responded in kind, withdrawing but destroying two of the escorts. The Tzenkethi immediately massed vessels and followed, attacking Federation starbases and starships in retaliation. The resulting Federation/Tzenkethi war lasted eight years. The *U.S.S. Okinawa*—commanded by Captain Robert Leyton, with a young Benjamin Sisko in his first command position in Starfleet as his first officer—was instrumental in resolving the conflict and negotiating the Federation/Tzenkethi ceasefire.

In 2371, the Dominion attempted to ignite tensions in the Alpha Quadrant by setting off a new Tzenkethi/Federation war. A Founder masqueraded as Ambassador Krajensky of the Federation, on a mission with the *U.S.S. Defiant*, under the command of then-Captain Benjamin Sisko. The Founder took control of the *Defiant*, heading into Tzenkethi space to launch an unprovoked attack on Tzenketh itself. The Tzenkethi, being so territorial, would almost certainly respond in kind, taking Federation focus away from the Gamma Quadrant and potential war, and sowing the seeds for a Dominion invasion. Captain Sisko and his crew managed to stop the attack and leave Tzenkethi space before the Founder's plan could bear fruit.

Places of Interest

Even today, with almost all continents on Tzenketh well populated by Tzenkethi, many tzeui make pilgrimages to *Tfenpthi'su*—the temple of the Crown Mountains—on the continent of Tnectish. *Tfenpthi'su* is a beautiful temple of marble, built along the northern coast of Tnectish, with one of the best views of the Crown Mountains on Tzenketh. This temple is both beautiful and highly significant to the Tzenkethi's cultural heritage.

It is worth nothing that there is little interest in actually traveling to the Crown Mountains themselves. As Zeckit Kaptu'tzeu once said, "the concept of the crown on the horizon inspires. The fact of the crown underfoot disappoints."

736 468 001 498 548 876 223
676 224 146 367 937
224 146 937 333 757 159 970
767 040 767 916 761 535 915
065 321 989 555 077 067 151

N45 001 749854
76 R22 387 622367 92
L62 249 194426
H76 224 146367

411 00812
927 03473
372 31057
919 89190
858 11394

Illustration by Kieran Yanner

7581-6

8825-7

VULCAN

3234-8

PLANETARY PROFILE

PLANET NAME: VULCAN (TI-VALKA'AIN)
CLASS: M
MOONS OR RINGS: NONE
GRAVITY: 1.4 G
CLIMATE: THIN ATMOSPHERE, 28% HYDROSPHERE, HOT TEMPERATURE
DEMOGRAPHICS: BILLIONS OF NATIVES AND FEDERATION CITIZENS
CIVILIZATION: REPRESENTATIVE DEMOCRACY WITH THEOCRATIC INFLUENCE, TL8
RESOURCES: SKILLED SCIENTISTS, ARTWORK, TRILLIUM

91-75

An arid world known both for its stoic people and its own natural harshness, Vulcan forged a culture of survival, logic, and complex mysticism. The world stands as proof that species can evolve peace and prosperity in spite of their planet's limitations and their own terrible urges.

Eras: Vulcan is, of course, a pertinent part of the Federation and Starfleet experience in all eras. Even in the early 22nd century, a Vulcan officer serves on the first *NX*-class starship, and Vulcans advise Humans in all manner of policy. By the late 22nd century, Vulcan joins with Earth and the other founding worlds in laying the basis of the United Federation of Planets. Even so, Vulcan does not give up its mysteries lightly. From intelligence agencies to monastic orders, from *Ponn farr* rituals to psionic warlords, Vulcan retains an enigmatic history that only slowly becomes visible to the other Federation worlds over the centuries.

Location

Vulcan, or *Ti-Valka'ain*, orbits 40 Eridani A, a trinary star system with an orange dwarf, a white dwarf, and a faint red dwarf star. This system lies a mere 16.5 light-years from Earth—a hop, skip and jump in warp distances.

As a founding world of the Federation, Vulcan's central position is crucial to the well-being of that organization. Vulcan is an important point strategically (on the way to Earth, the Federation headquarters) and spiritually (as a founding world and the home of the diplomats who first introduced Humanity to so many other species).

Climate

Arid, hot climes on Vulcan are exacerbated by the planet's lack of water and its thin atmosphere. Human visitors find themselves sweating profusely and gasping for breath all at the same time. Some geological evidence indicates that Vulcan was not always so desperately close to inhospitabilitiy; scientists theorize that a stellar ejection or a cataclysmic tectonic action led to the shift in Vulcan's climate at some point thousands of years ago.

Regardless of the reasons behind Vulcan's climes, the planet only marginally supports life. Even the *sehlat*, a popular housepet, is dangerously predatorial. The ecosystems of Vulcan are threadbare but robust: There are few different species, but they are all very well adapted to the harsh conditions of the planet. Plant life in particular thrives in cactus-like forms.

Geography

Vulcan boasts three enormous continents: Na'nam, Han-shir, and Xir'tan. The Voroth and Sanar seas surround and separate these continents—barely. The oceans themselves are shallow and join at the south pole. Beyond these oceans, running or free-standing areas of water are extremely rare on Vulcan; ancient city sites almost always spring up around a rare natural spring.

Because of its desertification, Vulcan's mountain ranges experience little erosion. This leaves them tall and forbidding. In many places, only rocky cliff falls underscore the passage of the elements; strong wind blows cutting sand, making jagged and oddly-colored formations like those found in the deserts of Central America on Earth.

Visitors are advised to give the continent Xir'tan a wide berth. The continent remains tectonically unstable, to the point of unhabitability.

Civilization

Modern Vulcan civilization is a curious amalgam of the Federation's highest technology and ancient Vulcan artifice. A Vulcan with a computer PADD in one hand and an archaic musical instrument in the other is not an uncommon sight, and the Vulcans think nothing of having engineering stations and science academies next door to elegantly-carved stone temples and ancient statues.

The Vulcan civilization's dual architecture reveals their dual nature: While Vulcans learn from a young age to suppress their emotions and engross themselves in logic, they also ascribe to strongly supernatural codes of behavior and ritual. Ceremonies of marriage, funeral, and coming of age all mark Vulcan growth. While there may be little logical reason behind such ceremonies, the Vulcans retain these as part of their cultural identity.

As a result, Vulcan society is a study in contrasts. Logic, order and science are the rule of the day in casual society. Under this veneer, however, many Vulcans continue to practice traditions handed down for generations, even if such traditions have no "logical" basis. Some sociologists observe that these traditions go hand-in-hand with the Vulcan practice of emotional suppression as ritual expressions of order; they provide a centering task, a sense of serenity akin to the Human pursuit of Zen or clarity. Others point to the strong Vulcan tendency toward psionic expression and argue that the rituals descend from ways of channeling psionic power. Both probably have some truth.

An outsider will rarely be at a loss in Vulcan cities; the layout is almost always uniformly logical, and Vulcans themselves are courteous (if distant) to visitors. Nevertheless, Vulcans also do not go out of their way to make visitors comfortable. Even as Starfleet cadets jockey for postings at the prestigious Vulcan Science Academy, offworlders find themselves unable to put up with the pressure of moving among a perfectly orderly, passionless society.

History

The civilization of Vulcans steps back over two thousand years, although at its outset it can hardly be considered civilized. Vulcans evolved as lean hunter-gatherers in small communities that sprang up around natural water sources. The combination of powerful emotions and harsh conditions made early Vulcans a hardy but mercurial people: They took pleasures and agonies to heart with great ferocity, often in wild combinations. The hostile conditions of the planet left little opportunity for introspection, or for quiet.

Over the course of centuries, Vulcan tribes spread across the continents. Minor feuds erupted into blood wars, and territorial disputes over all-important water led to the extermination of entire clans. In the background of all of this rose the mindlords—powerful psionic adepts who learned to control minds and turn their burning, raging emotions into weapons that could consume their enemies. Vulcan warfare acceler-

ated their development of weapons and architecture, leading them to create massive stone fortress-monasteries where the mindlords could study in secret and train their armies.

Over time, the wars of the mindlords and the savage tribes soaked the world in green blood. As Vulcan technology improved, so too did the specter of total destruction rear its head. Eventually, two world-spanning forces eyed eachother bloodthirstily from a détente that existed only as a pause between testing battles.

In the midst of this destruction, Surak came. A natural philosopher and orator, Surak posited that Vulcan society must change radically to survive its own violence. Building on the philosophical underpinnings of his predecessors, Surak advocated a radical shift: The use of religious disciplines as a focus for total logic. Surak hoped to banish emotion from the Vulcan consciousness, and to force people into peace by removing the bitter contentions and the spark of anger that flared too easily among his kind. As a natural speaker, he gained many converts, especially due to his passive resistance—his complete unwillingness to resort to violence to spread his doctrine.

Surak and his students succeeded in transforming Vulcan society, although not completely. Many Vulcans gave up their violent lifestyles, hoping at last to find a peaceful, or at least less anguishing, mode of existence. Surak's philosophies spread through his students and his works, and the pull of logic made powerful orators. Even when his students died at the hands of mindlords or generals, Surak stood by his philosophy. It seemed that critical mass was reached: The Vulcan populace was tired—tired of bloodshed, tired of always living in fear, tired of being controlled and dominated by psionic lords who sought nothing more than venal world conquest.

In addition to the clarity of total logic, Surak brought the strength of conviction. His followers, though not powerfully psionic by comparison to the mindlords and their psionic weapons, could easily resist the influences of outside minds. Over the course of a few generations, the psionic techniques of the mindlords fell into disuse, some because they could no longer sway the majority of the populace, and others because paranoid mindlords took them to the grave. Many Vulcan telepathic disciplines fell into disuse in this time, kept only by a few renegade Vulcans or secret monastic orders. The era of Vulcans forcing their will on others through telepathy or weapons was over. The new era of Vulcans forging their own destinies through logic and self-discipline had begun.

Of course, not all was well in this new paradise. Many Vulcans refused to heed this call. The would-be warriors could not sway the populace—thousands embraced Surak's ideals for each remaining soldier. Instead of becoming obsolete in a culture that advanced without them, these die-hards set off in primitive space vessels hoping to find a home of their own. They succeeded… although it would not be for several centuries that either party knew what became of the other. (See "Romulus" on page 156-159.)

Guided by logical exploration and a new dedication to peace, Vulcans rapidly advanced in technology. They kept an eye toward renewable resources of their world, and the limited resources proved only to make them more tenacious in their quest. By the time of Earth's 20th century, Vulcans had constructed warp drive and traveled to many neighboring stars,

Illustration by Blake Beasley

including Earth's; they found Earth too primitive for their interest up until a passing vessel spotted Zefram Cochrane's warp signature from the *Phoenix* in the 21st century.

After making first contact with the Humans, Vulcans proceeded cautiously. They had no desire to find themselves embroiled in another species-wide war, this one not of their own making. Humans reminded them of their own violent and brutal past; many Vulcans considered Humans to be nothing more than short-sighted children. Still, Humans forged ahead as best they could with the help of (and sometimes in spite of) Vulcan tutelage, first making a world government, then building a Starfleet to explore the Galaxy. While the Vulcans felt that Humanity was not ready, Humans would come to surprise the Vulcans again and again.

By the 22nd century, Vulcans had become a stifling figure to Humanity. While they clearly felt superior due to their embrace of logic and their comparatively advanced technology, the Vulcans also felt no shame in withholding information, meddling in the affairs of other worlds, and denying aid to the less fortunate. Although pragmatic, the Vulcans were insular, suspicious, and not wholly devoted to the true cause of logic.

It was only with the formation of the Federation that the Vulcans finally took their final steps toward the munificent race that they later became. With their outlook tempered by Human compassion, the Vulcans learned to trust that younger species might be able to face the universe on their own terms, instead of having to follow the Vulcan way. The formation of the UFP finally united Vulcan interests with those of other species, declaring their future a mutual one of equals, not a matter of Vulcan parochialism over "young and foolish" races. Vulcans acceded that logic stems from truth, and in a century went from a reputation as spies to a species said to be unable to lie. Interestingly, their devotion to logic only improved over this time. Imperturbable and calm, the Vulcans settled into a position as dispassionate and reasonable mediators, willing to accept that the Infinite Diversity in Infinite Combinations represented by the Federation could only bring more and better possibilities for the future.

Places of Interest

The entire world of Vulcan qualifies as a place of interest to most Federation citizens. Vulcan ranks as a top spot on most Humans' list of "places to visit someday," and scientists especially often travel to Vulcan in order to participate in the logical, regimented debates and forums of its academies.

The more mystically-oriented visitors (and natives) consider Mount Seleya the spiritual center of Vulcan. Legend holds that it is here that Surak and many of his followers had the visions and meditations that led to the discipline of total logic. It is here, too, that the most prominent monastic orders remain, and refine their feats of logic and psionic skill.

The typical visitor, of course, can only deal with Vulcan logic for so long; most casual passersby visit ShirKahr, the planetary capital. In order to facilitate the ideals of IDIC and the goodwill of the Federation, the Vulcans of ShirKahr are a cosmopolitan lot, among the most willing to deal equitably with outsiders. Here a Human and an Alpha Centauran can rub shoulders with Bolian traders and Trill scientists, all without drawing any raised eyebrows or expressions of disfavor at their emotional outbursts. Here, too, Vulcan offers up a wide range of its cultural experiences for visitors, in the form of shows, museums, and artistic displays ranging from crystal statuary to live musical performances.

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—Captain James Kirk, The Naked Time

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UPC
0 45748 10909 7
ISBN 158-236-909-7
9 781582 369099
No. 103608